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Enclosure Josekis

Attacking and Defending the Corner

by Takemiya Masaki
translated by John Power
Ishi Press (G24, 1983)

Originally published in Japanese by the Nihon Ki-in as “Uchikomi to Sono Kobo” (“Shin Chukyu” Series, Vol. 3)

Blurb

This book is a practical guide to the art of invading a corner position where the opponent has already made an enclosure. It covers, in a dictionary format, the basic patterns that come up repeatedly in one’s games. These patterns are the small knight enclosure, the large knight enclosure, the one-space enclosure (from the 3-4 point) and the star-point enclosure. There is also a supplementary chapter on three other common formations.

“Enclosure Josekis” teaches the invader how to live inside the opponent’s position by making light and flexible shape. It also shows the defender the proper way to deal with an invasion so that he gets adequate compensation even if the invader lives.

This book will sharpen your middle game and make you a master of the art of invading.

Preface

There is an infinite variety in middle game fighting, but I think that the most important theme is the fighting arising from invasions.

The simple term “invasion” covers a wide range of techniques, and it would be impossible to attempt to cover them all in one book. This book restricts itself to formations based on corner enclosures (shimaris), and it covers the basic patterns that arise

with the small knight and large knight enclosures, the one-space enclosure, and the star-point enclosure, with a supplementary chapter on three other common formations. All of the patterns are ones that must come up constantly in your own games.

A reader close to shodan in strength should have no trouble understanding any of the diagrams in this book, but I have tried to present the material so that it is clear and comprehensible to readers of all ranks. The important thing is to develop your ability to evaluate and compare the results of the different sequences in the context of the overall position. This is the first task for a player after he has mastered the fundamentals.

I have not always been explicit in indicating whether a certain result is favourable or unfavourable for one side. This is because in many cases the assessment of the result can change completely according to the surrounding position.

December 1980 – Takemiya Masaki

Translator’s Preface

This book comes from a different Nihon Ki-in series from the “Basic Joseki Dictionary” series, but we hope that the reader will find it a useful follow-up to that work. “Enclosure Josekis” is presented in a dictionary format, but it is intended to be more than just a reference work. If used as a textbook in the art of invading, it should help the reader to improve his middle game fighting strength. More important than memorizing the sequences given here is to acquire the technique of invading by absorbing the concepts involved. The main theme of this book is the importance of playing lightly when invading a strong enemy position. The key concept is that of “sabaki”, that is, of making a light, flexible shape which makes it difficult for the opponent to launch a severe attack.

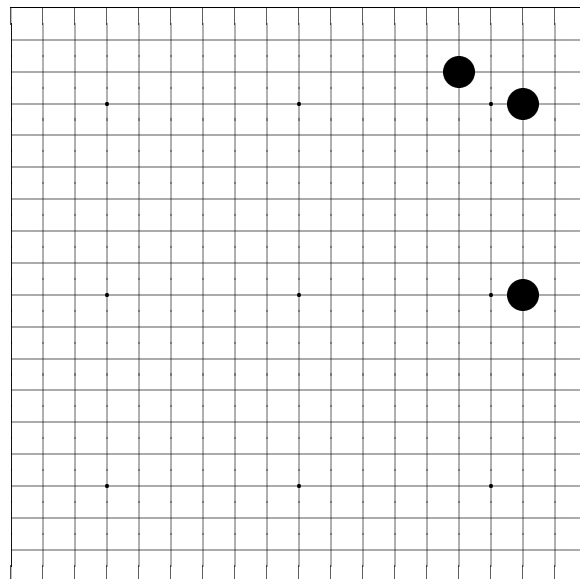
“Enclosure Josekis” does not restrict itself to the viewpoint of the invader, however. An important lesson it teaches to the defender is that he should not overreact by trying to exterminate an invader. If he plays reasonably, he should get adequate compensation, either by solidifying his territory or by building up compensatory outside influence.

February 1983 – John Power

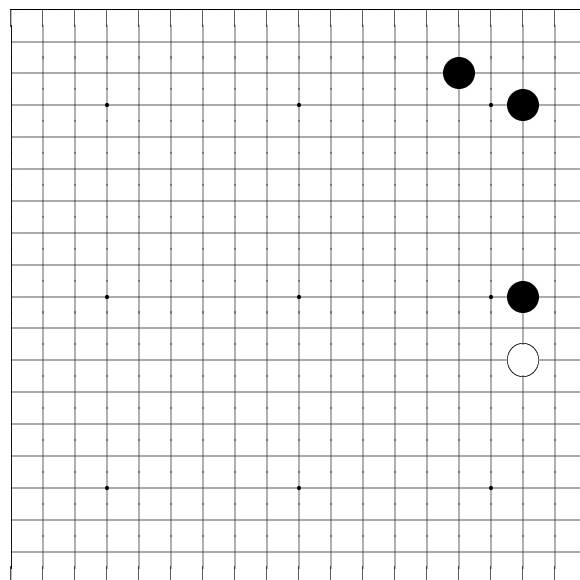
Transcriber’s Preface

The material shown in comes not only from the book “Enclosure Josekis”, but has been enhanced with sequences and comments from other sources. Specifically, the following additions have been made:

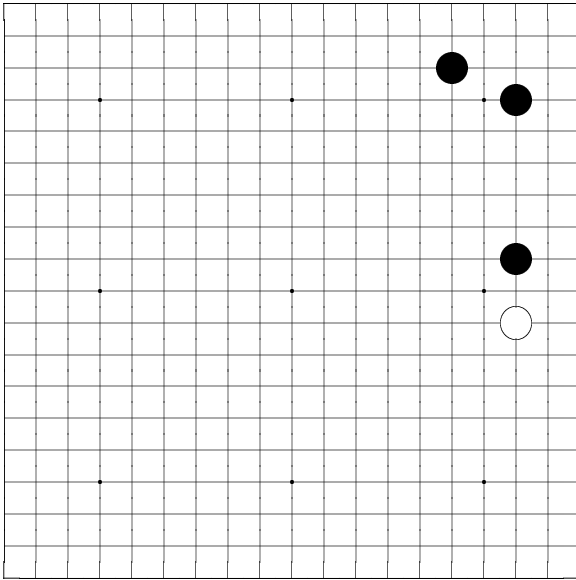
“Attack and Defense” (K14), Chapter 8 (“Invasions Into Three-Space Extensions”), section 1 (“The 3-Space Extension on the Third Line”), subsection 1a (“The Diagonal Play”): Variations have been added to Chapter One, Pattern Four.



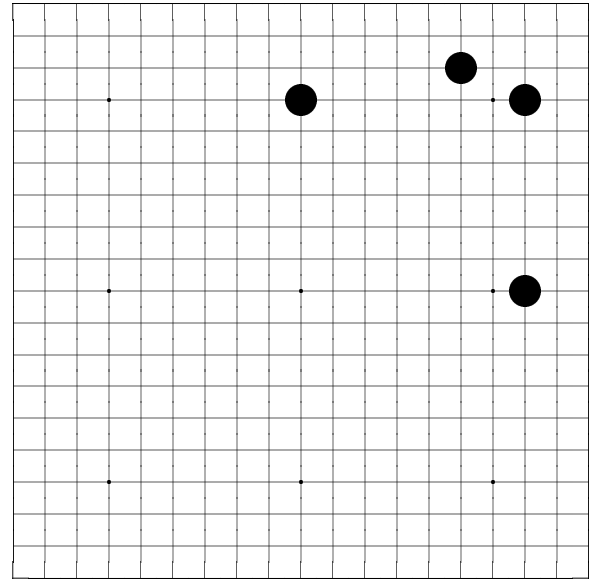
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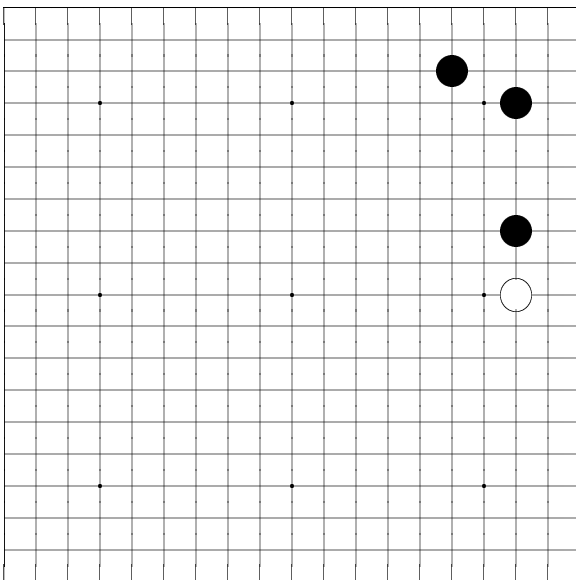
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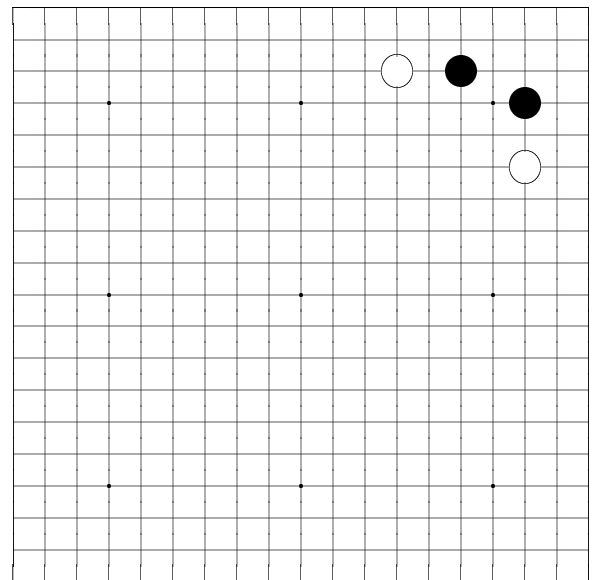
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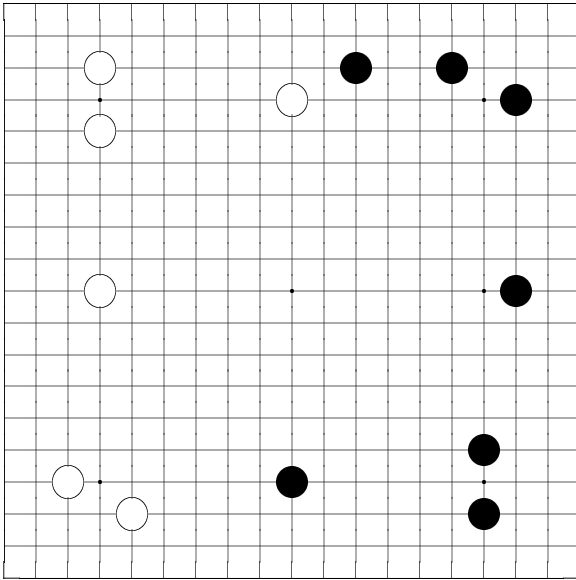
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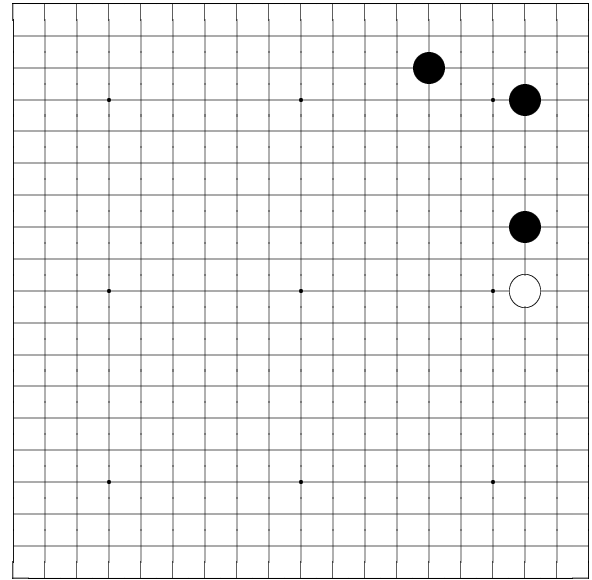
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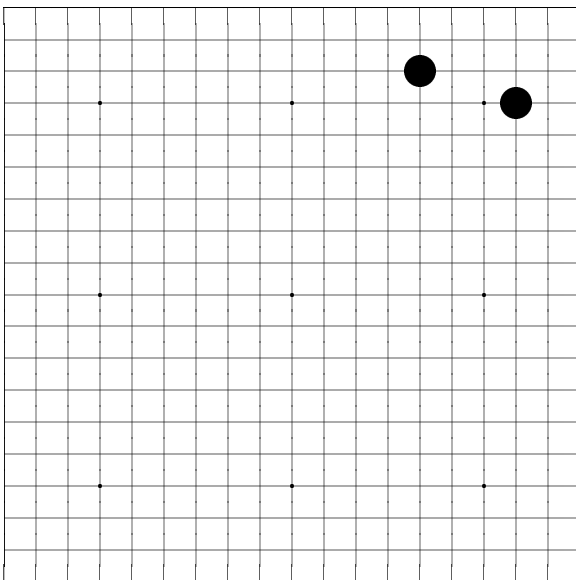
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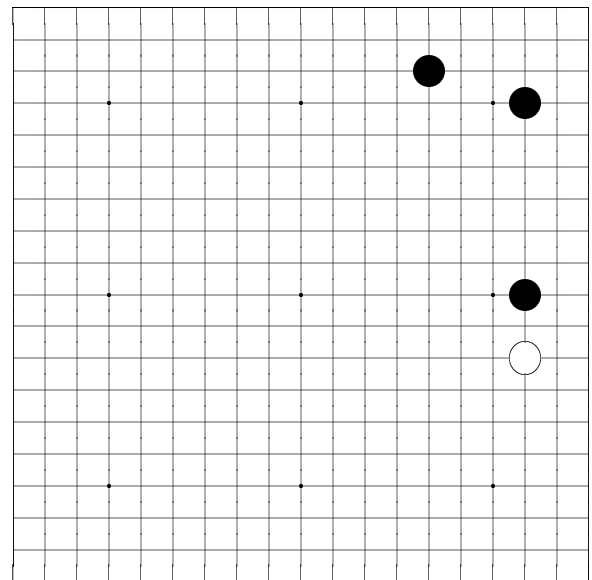
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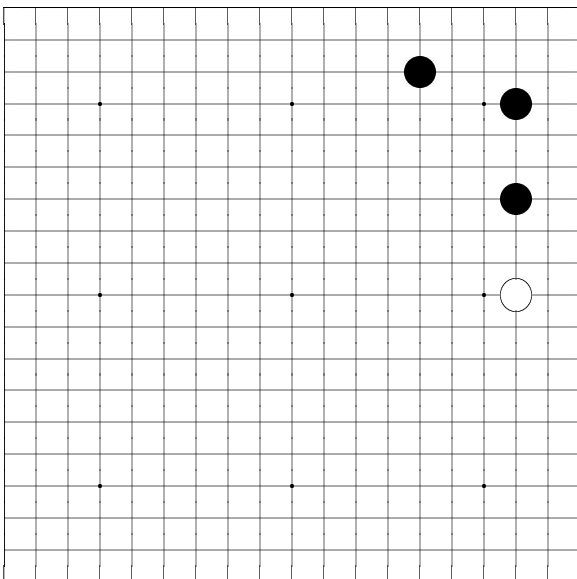
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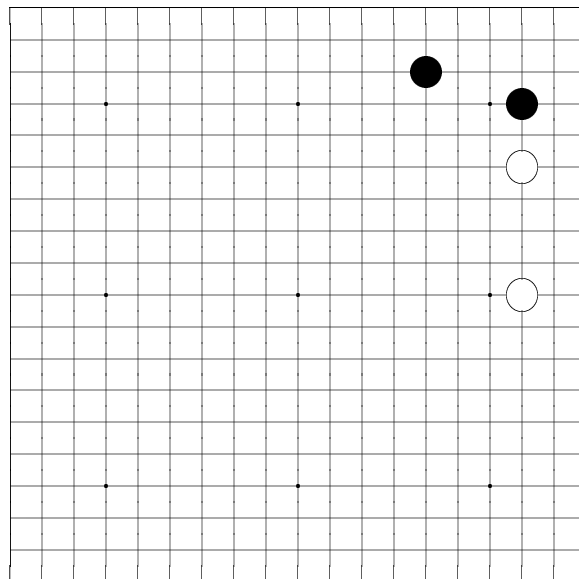
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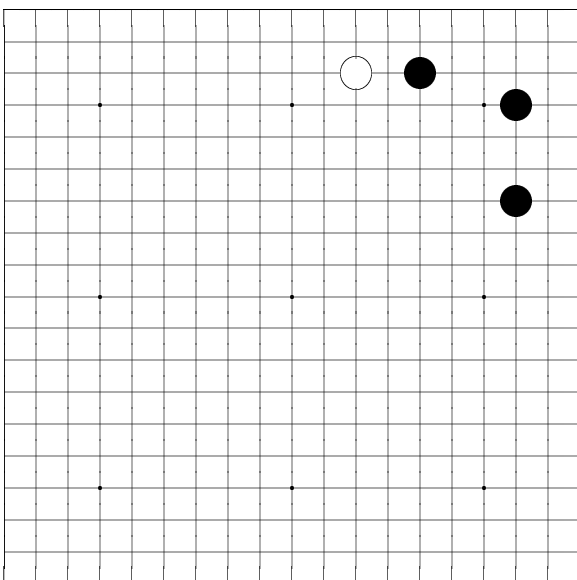
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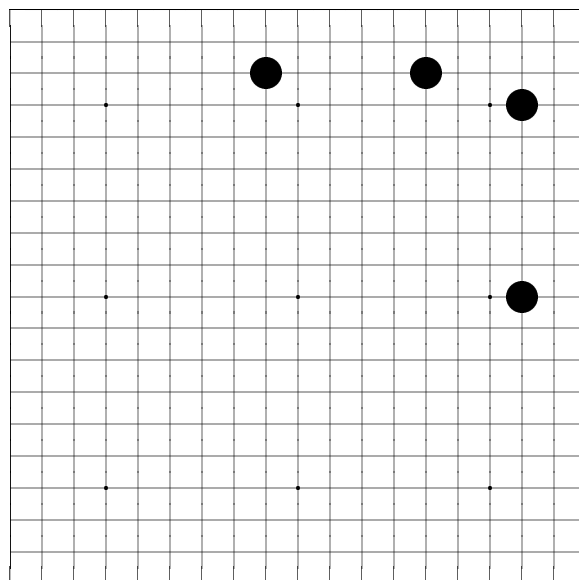
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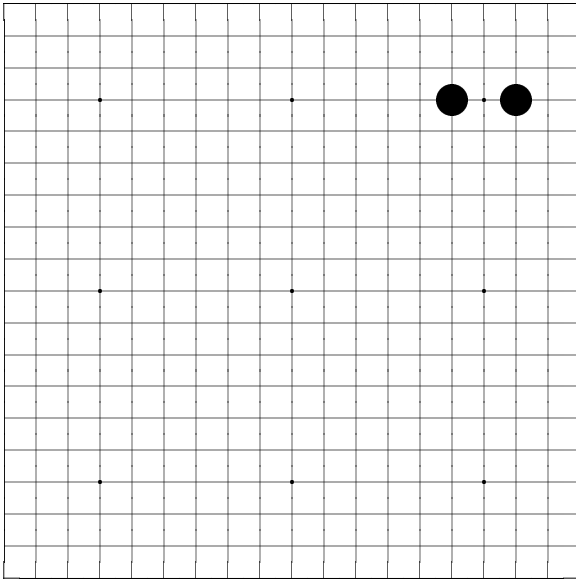
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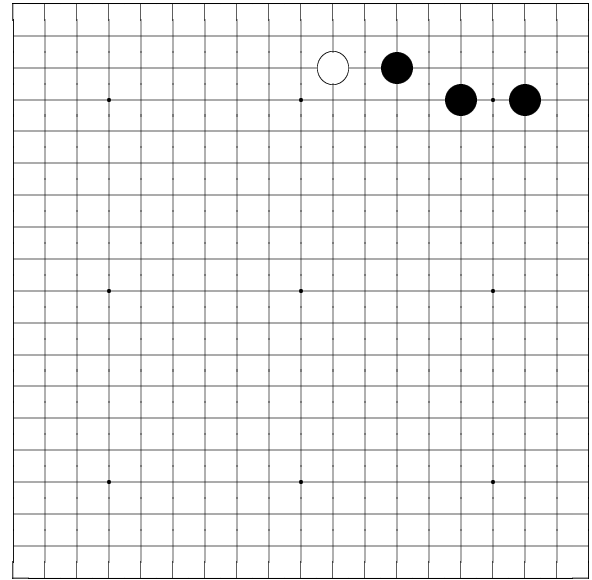
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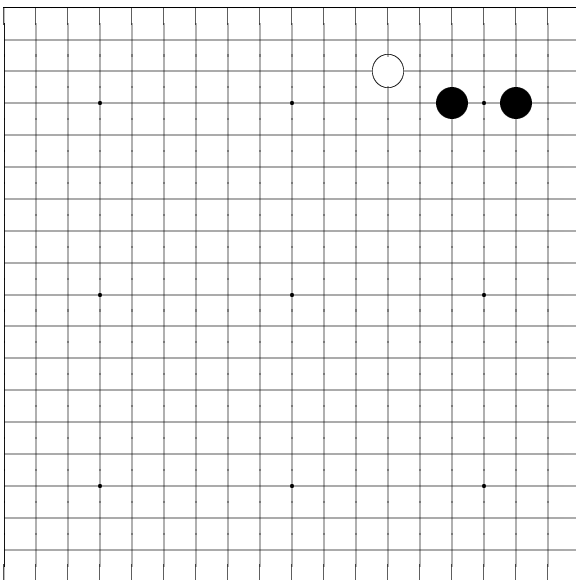
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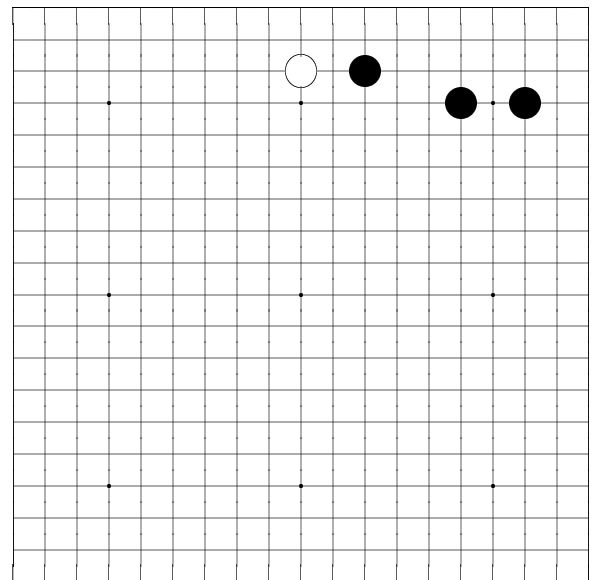
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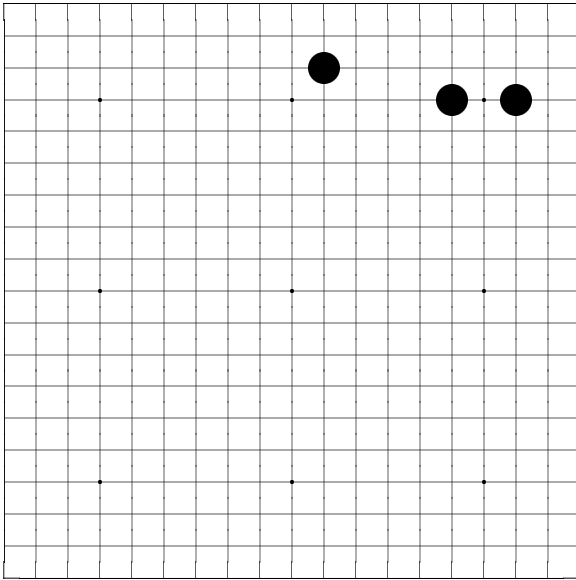
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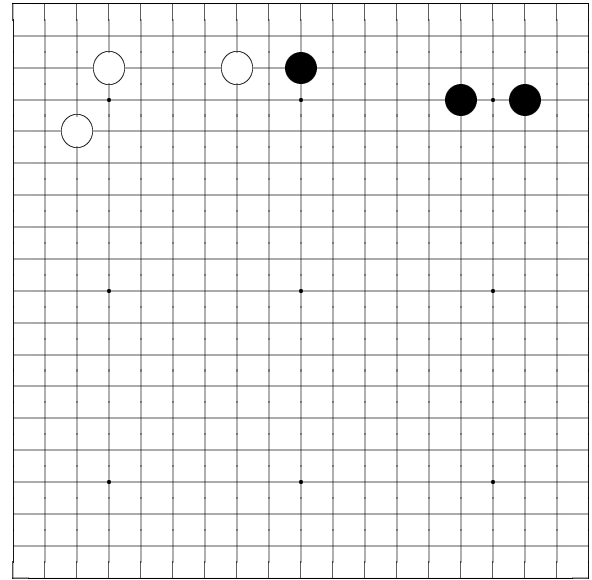
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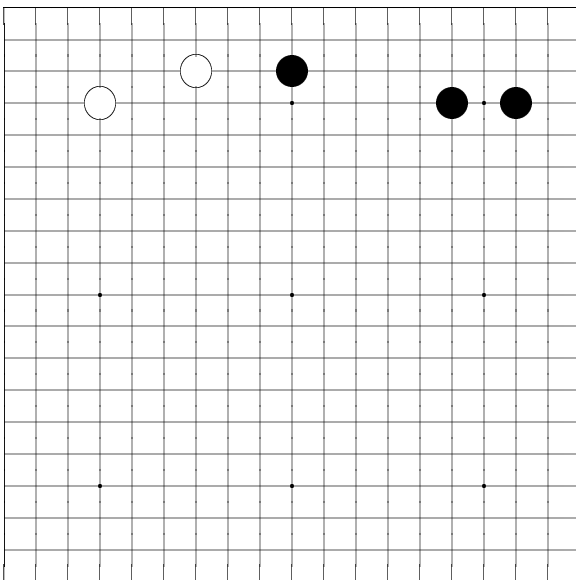
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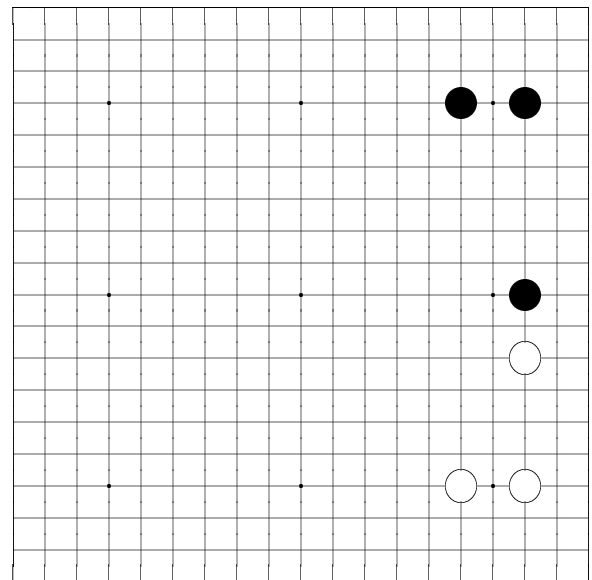
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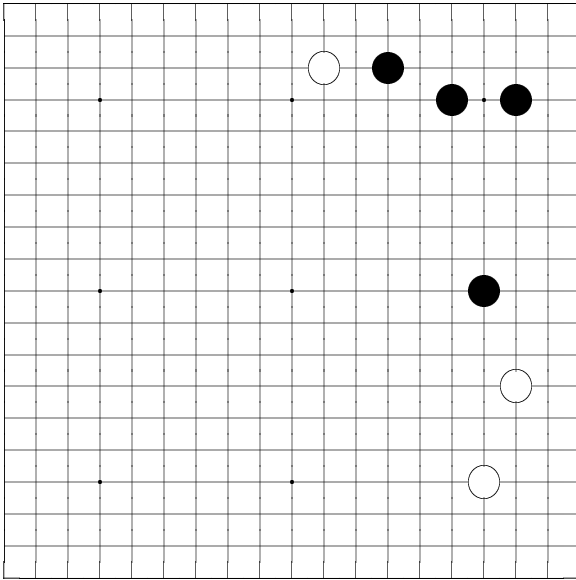
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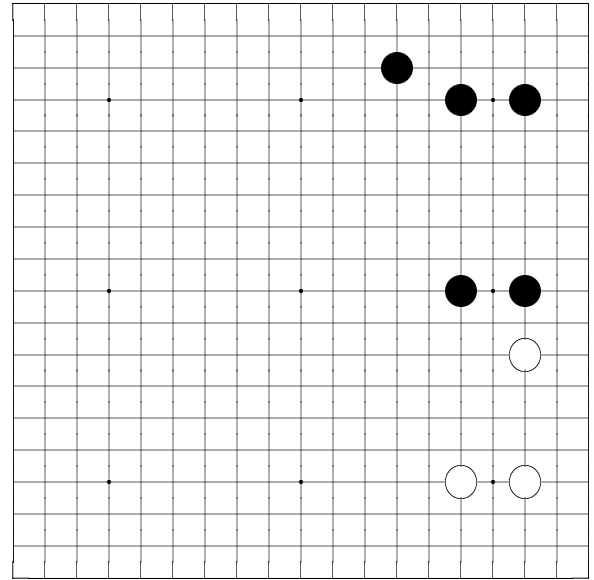
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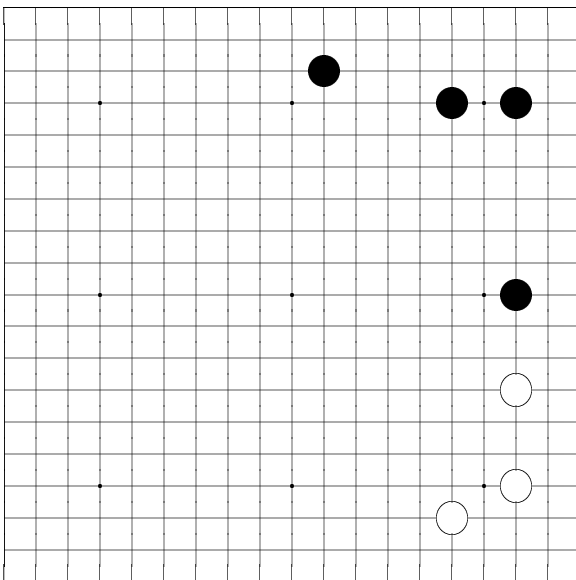
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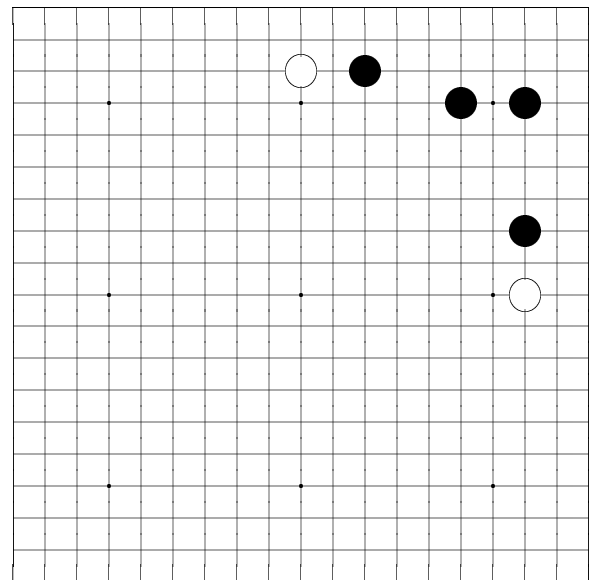
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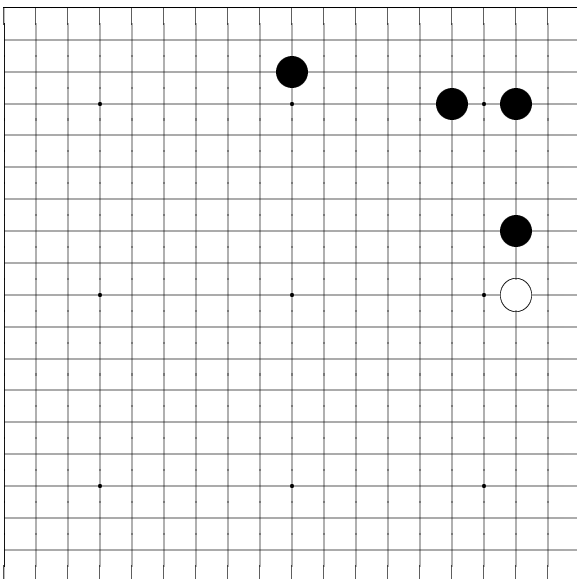
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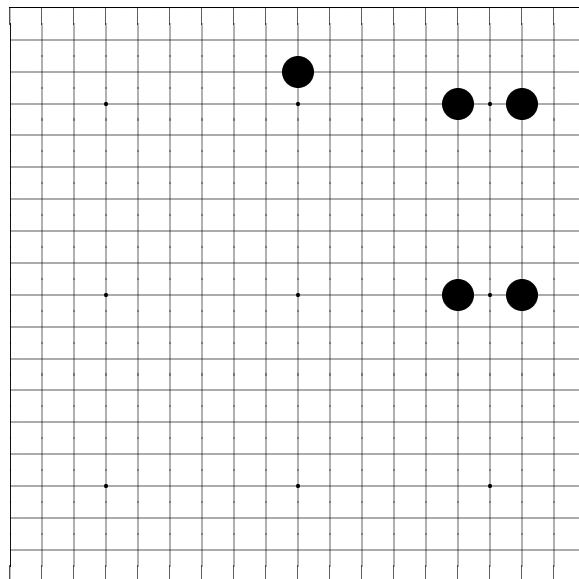
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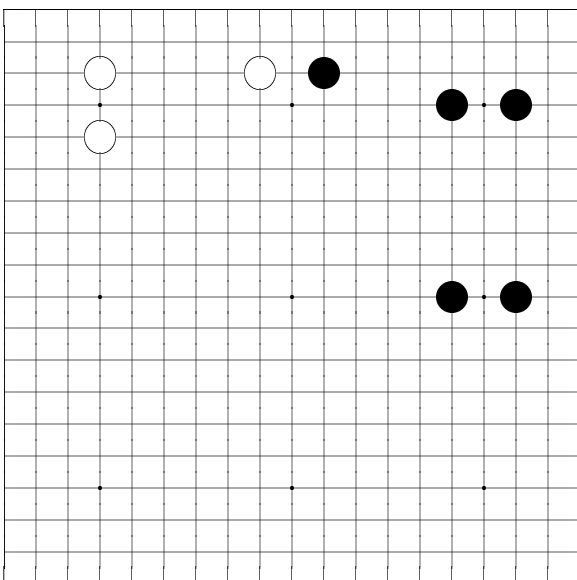
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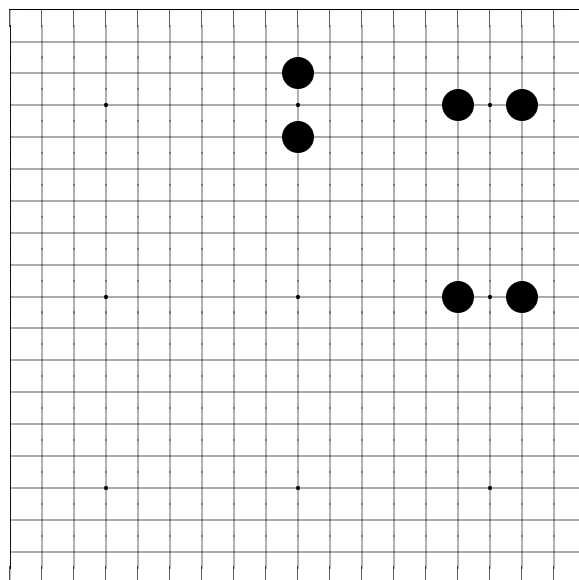
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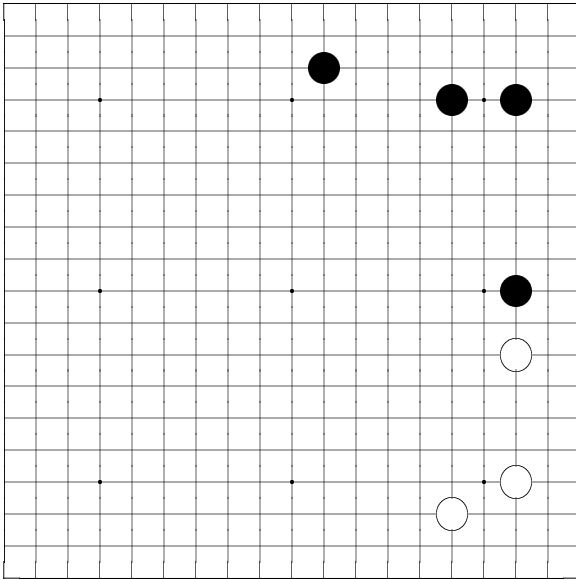
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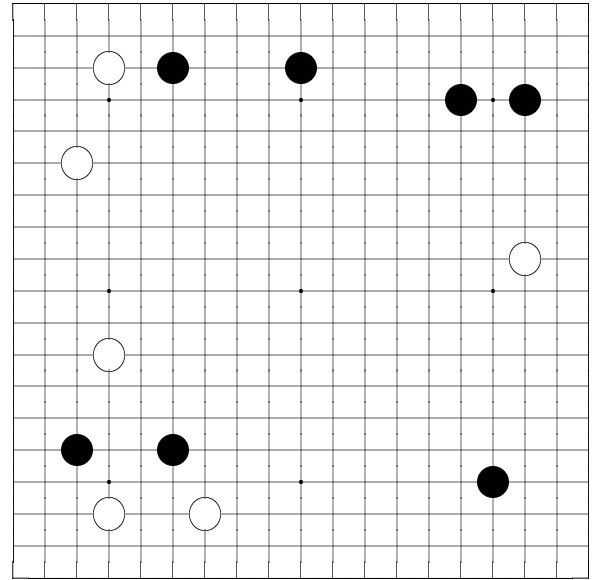
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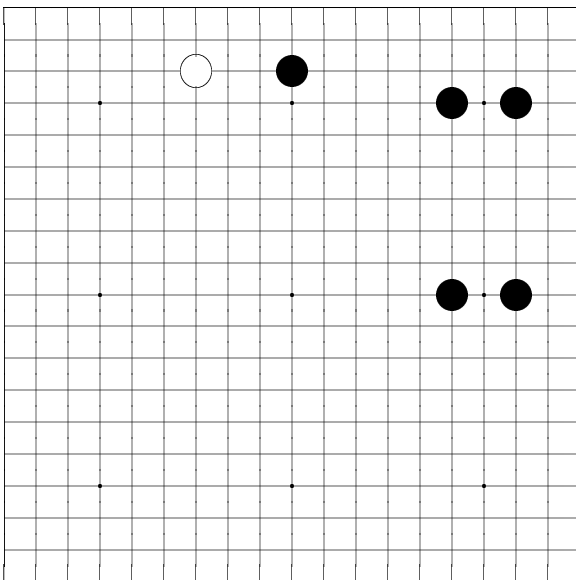
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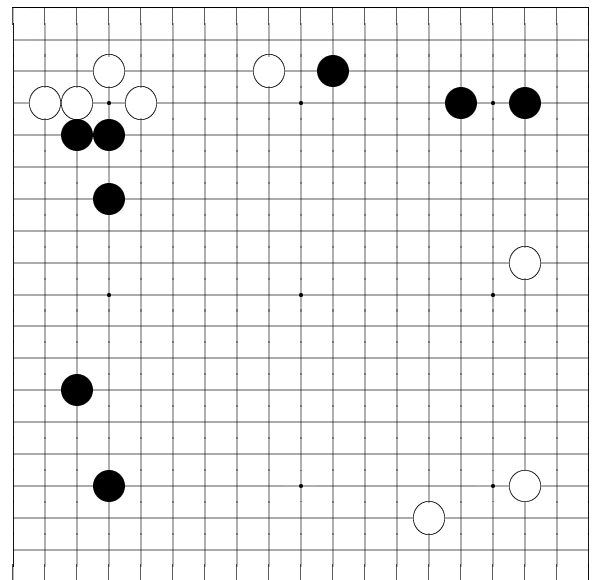
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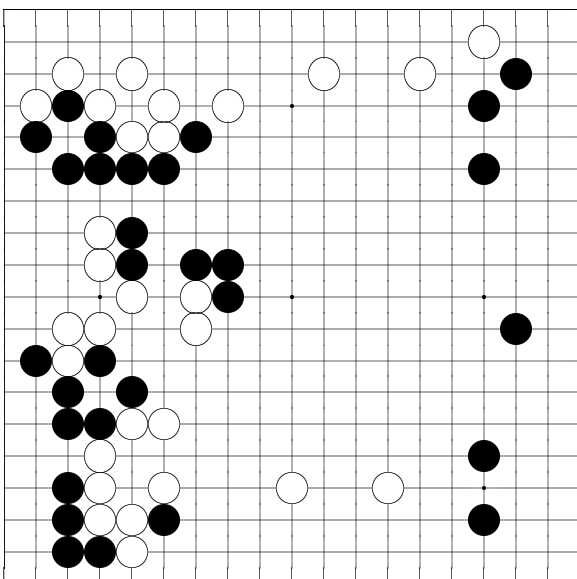
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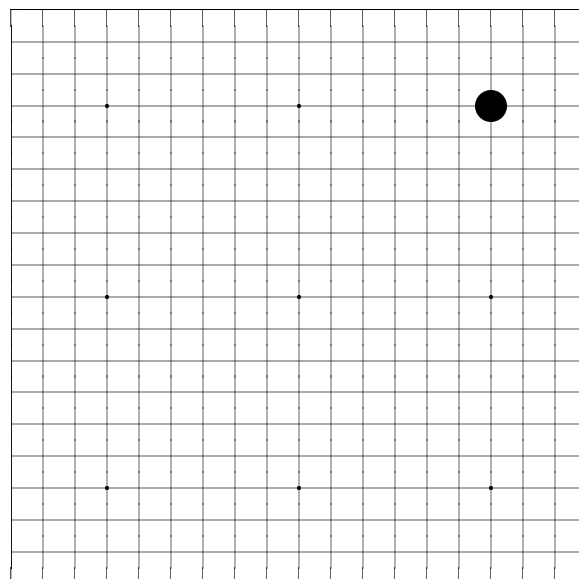
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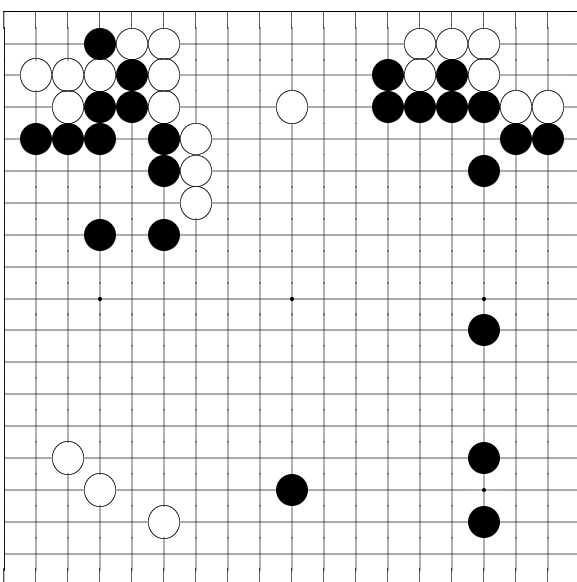
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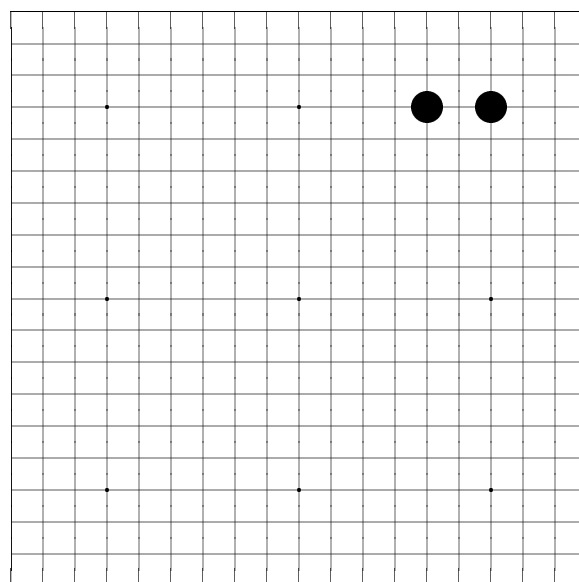
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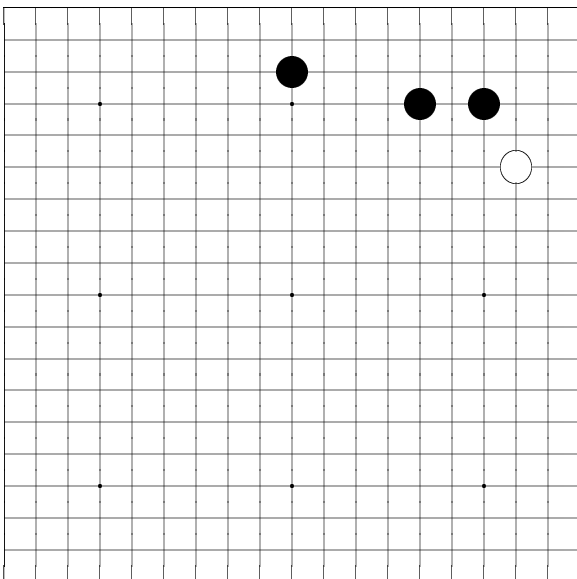
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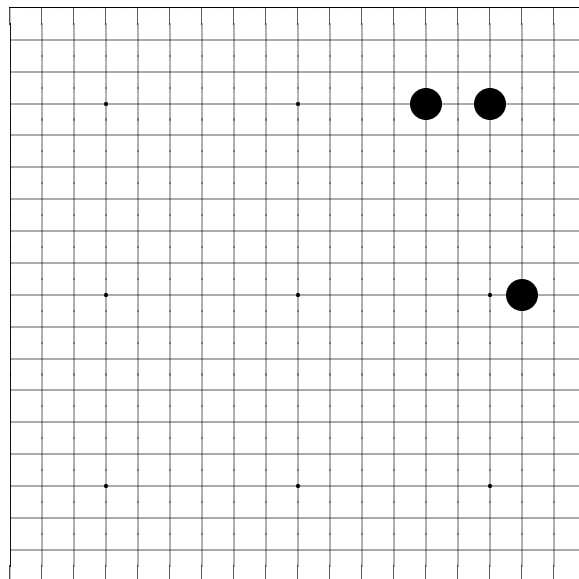
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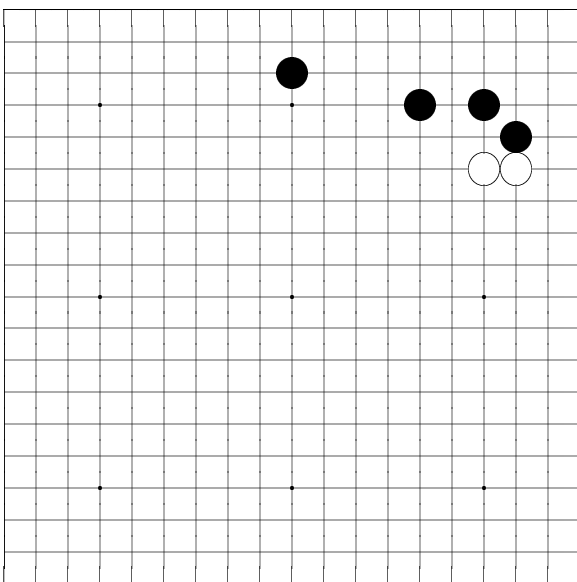
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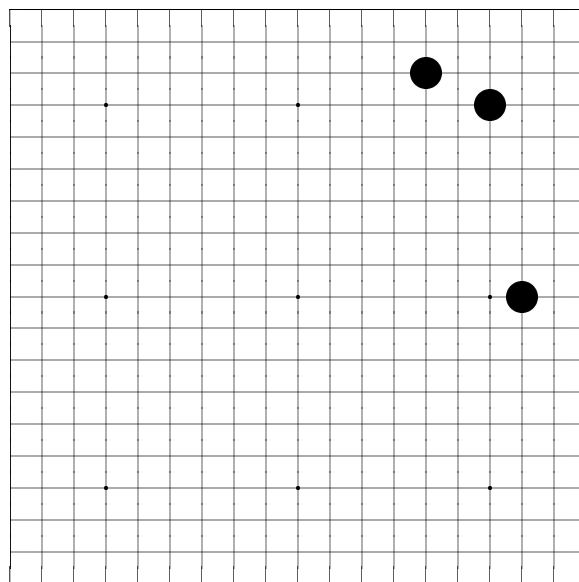
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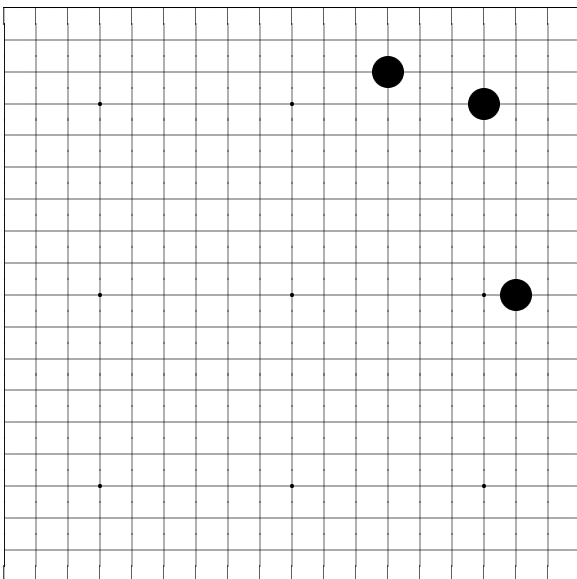
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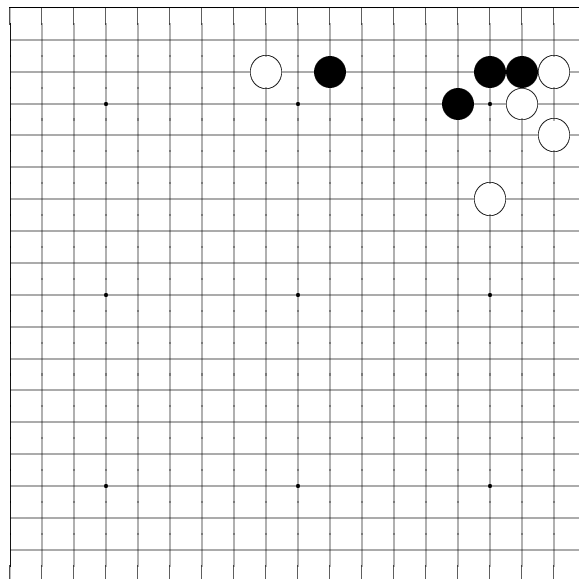
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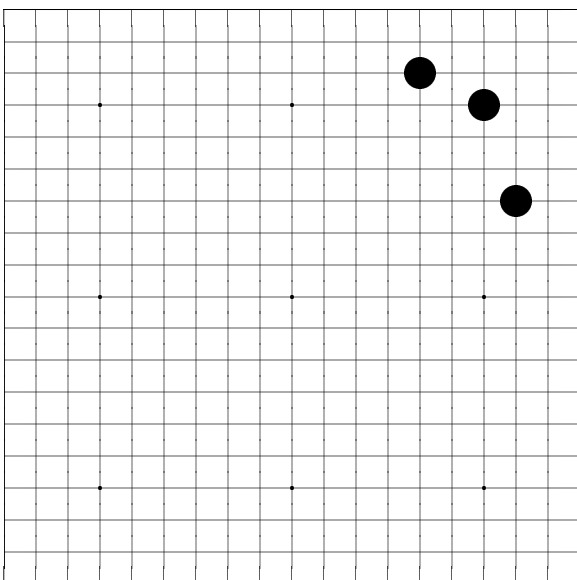
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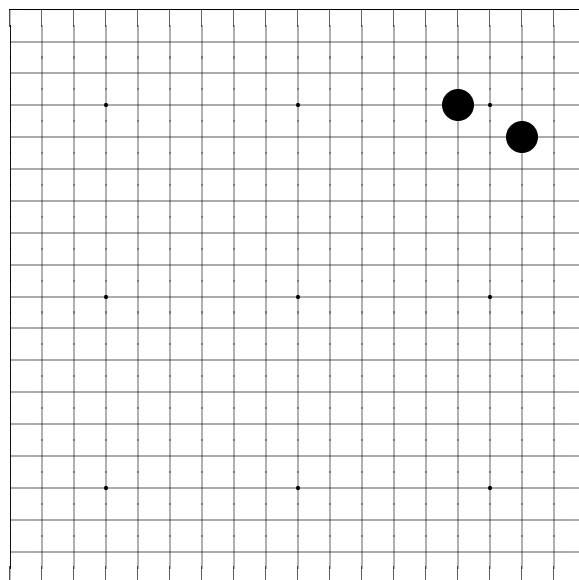
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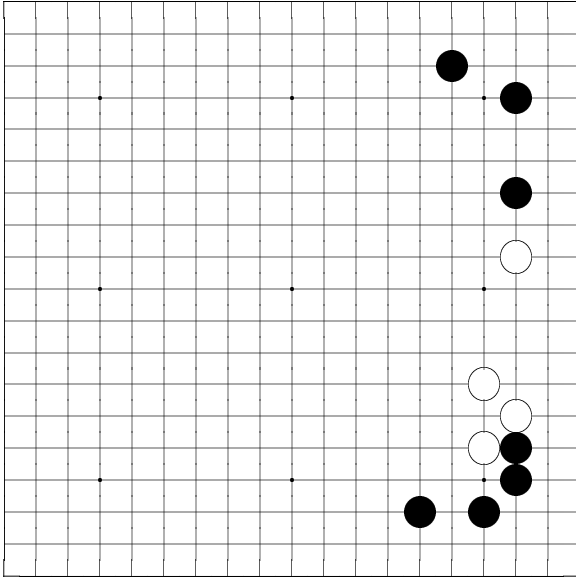
Chapter 5, Pattern 1



Chapter 4, Pattern 8

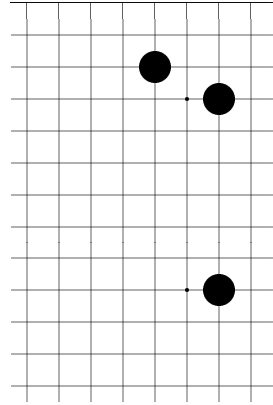


Chapter 5, Pattern 2



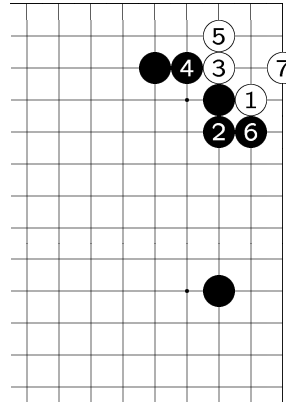
Chapter 5, Pattern 3

Chapter 1, Pattern 1



Dia 1

The first pattern we will look at is the small knight corner enclosure with a five-space extension along the side. For the purpose of our analysis, the position on the rest of the board is ignored.

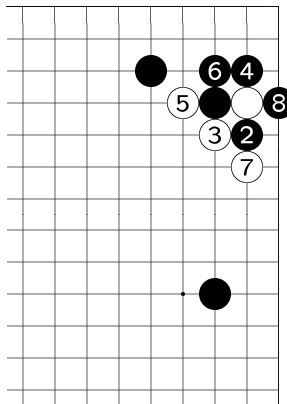


Dia 2: 1-7

1: This is one vital point at which a solitary invader can attack. This is a high-level strategy in which White waits to see how Black reacts before deciding on his continuation.

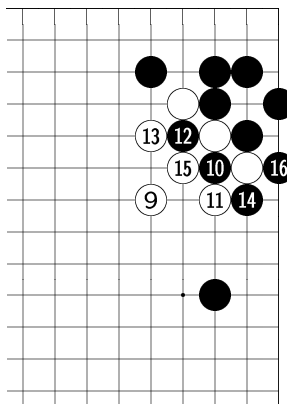
2: Emphasizes the outside.

3: White can live, but he often keeps this sequence in reserve.



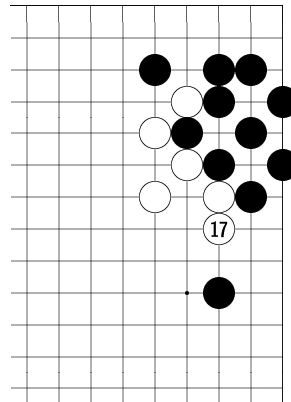
Var 1 von Zug 2 in Dia 2: 2-8

- 2: Black can block on the outside. The idea is to settle the shape.
- 3: This crosscut is a tesuji.



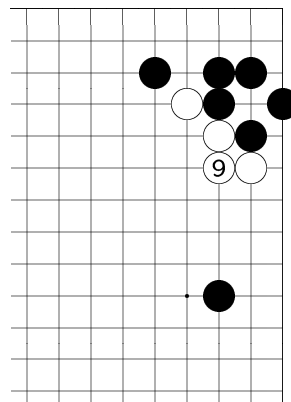
Var 1 (continued): 9-16

- 9: White makes light shape.



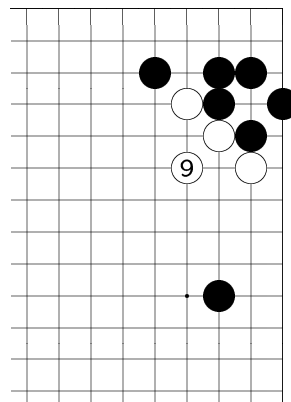
Var 1 (continued)

- 17: White gets perfect shape.



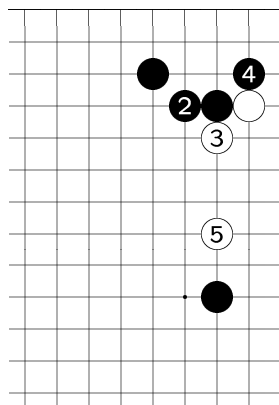
Var 1.1 von Zug 9 in Var 1

- 9: Too heavy.



Var 1.2 von Zug 9 in Var 1

9: Too heavy.

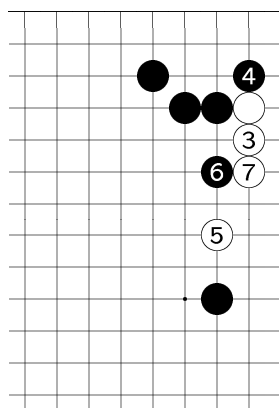


Var 2 von Zug 2 in Dia 2: 2-5

2: A solid answer. The aim is to avoid giving White any help in making shape.

3: A light response.

4: Black can take the corner.

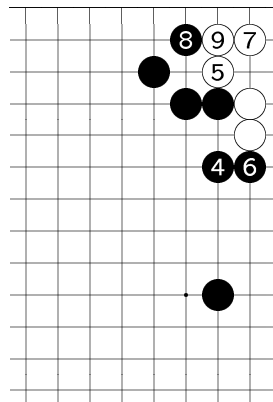


Var 2.1 von Zug 3 in Var 2: 3-7

3: This is just a little heavy.

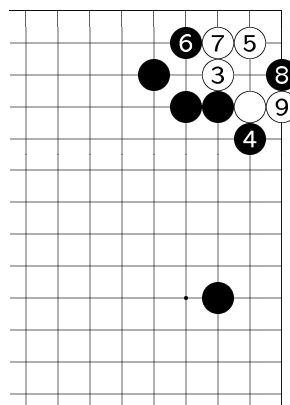
4: Black takes the corner.

6: Black strikes the vital point, forcing White into a low position.



Var 2.1.1 von Zug 4 in Var 2.1: 4-9

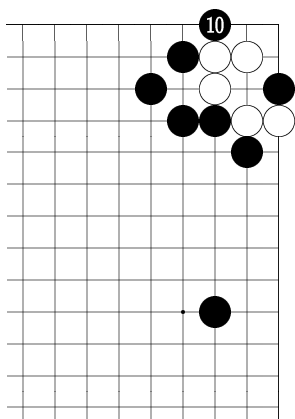
4: If Black plays here immediately, White can hane and live in the corner.



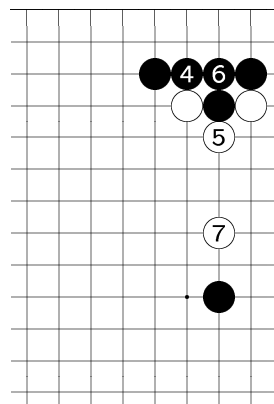
Var 2.2 von Zug 3 in Var 2: 3-9

3: Playing a hane on the inside is risky.

8: After blocking, Black takes away White's eyes.

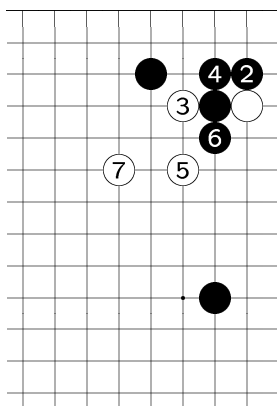


Var 2.2 (continued)



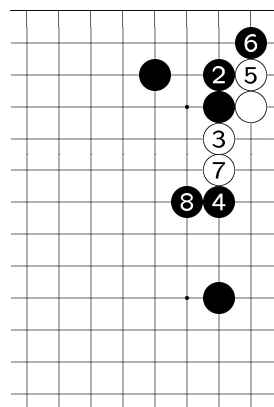
Var 3.1 von Zug 4 in Var 3: 4-7

4: Blocking here is not good.
7: White gets a comfortable shape.



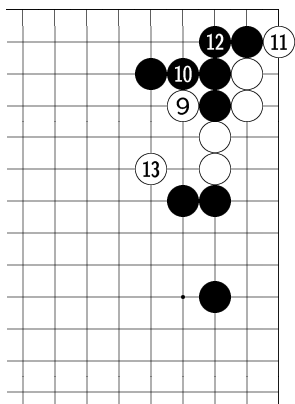
Var 3 von Zug 2 in Dia 2: 2-7

2: Black blocks on the inside when he wants to hang on to the corner territory.
3: This clamp is good style.
4: Simply connecting is a good answer.
7: A standard sequence.



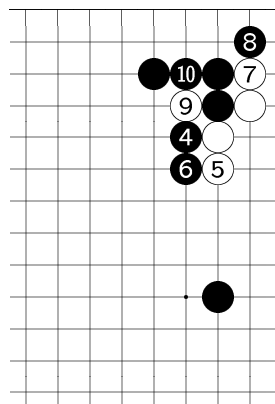
Var 4 von Zug 2 in Dia 2: 2-8

2: Black can pull back. The aim is to avoid helping White make shape.
3: This hane is a standard move.
4: Black pincers.



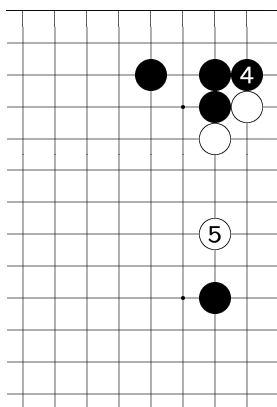
Var 4 (continued): 9-13

13: With this conventional sequence, White provisionally secures a base.



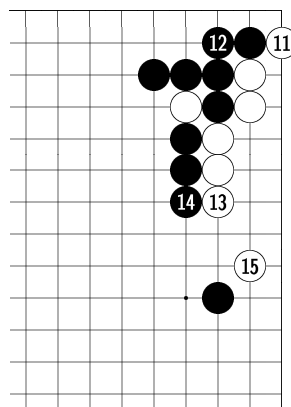
Var 4.2 von Zug 4 in Var 4: 4-10

7: White crawls into the corner.
9: This cut is well-timed.



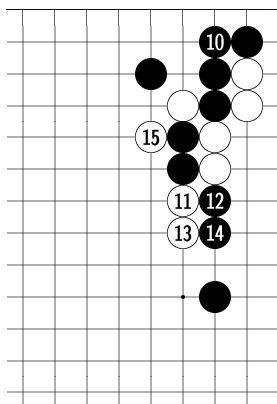
Var 4.1 von Zug 4 in Var 4: 4-5

5: If Black goes for the corner profit, White plays lightly. This is painful for Black.



Var 4.2 (continued): 11-15

15: White lives.

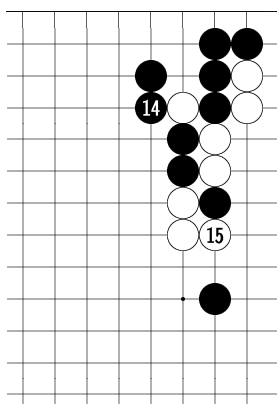


Var 4.2.1 von Zug 10 in Var 4.2: 10-15

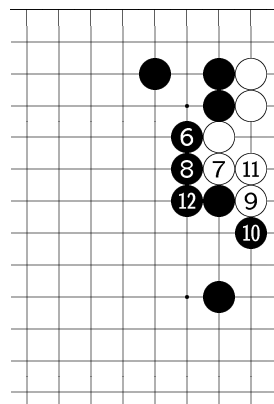
10: If Black connects, the question of the ladder arises.

11: This is a strong move.

13: Makes miai of the ladder and of capturing a stone.

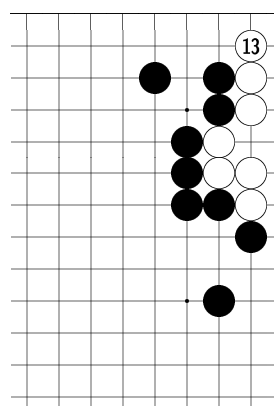


Var 4.2.1.1 von Zug 14 in Var 4.2.1: 14-15

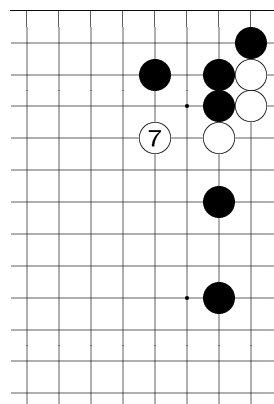


Var 4.3 von Zug 6 in Var 4: 6-12

6: If Black blocks on top, White answers solidly.

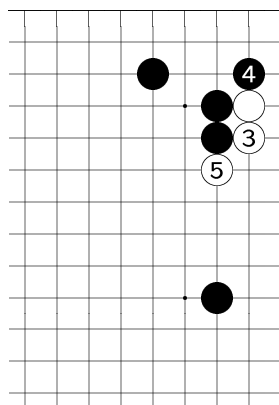


Var 4.3 (continued)



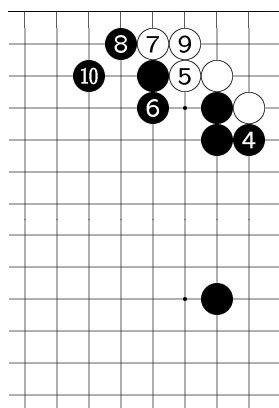
Var 4.4 von Zug 7 in Var 4

7: White can also just jump out into the center.



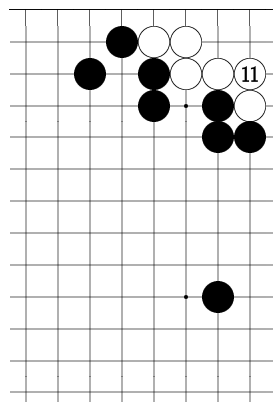
Var 5 von Zug 3 in Dia 2: 3-5

3: White can also crawl immediately. Playing this way means that White is prepared to fight.



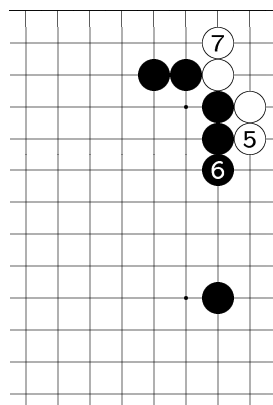
Var 6 von Zug 4 in Dia 2: 4-10

4: What happens if Black blocks on the outside?



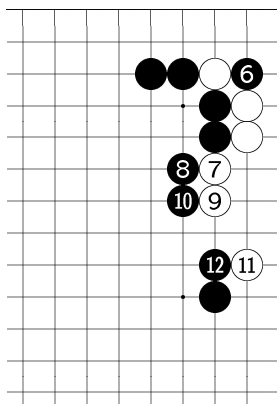
Var 6 (continued)

11: White lives in the corner, but Black builds up outward influence.



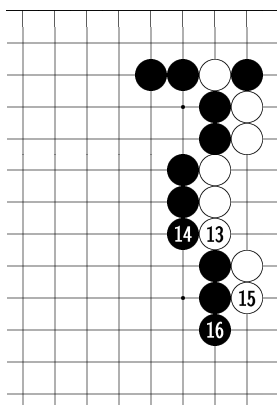
Var 7 von Zug 5 in Dia 2: 5-7

5: Black can also crawl.

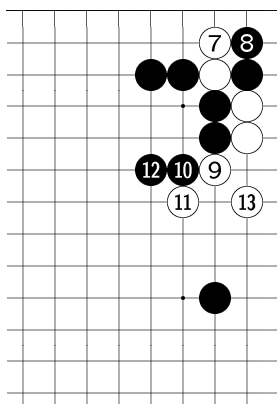


Var 7.1 von Zug 6 in Var 7: 6-12

6: This is a big move. White will live on the side.



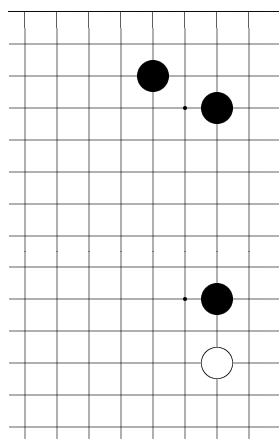
Var 7.1 (continued): 13-16



Var 7.1.1 von Zug 7 in Var 7.1: 7-13

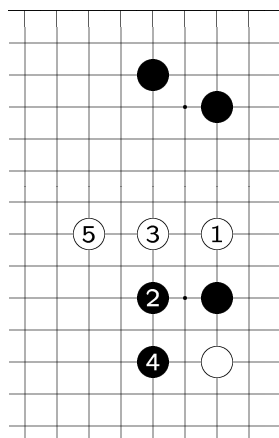
7: White can also play this probe.
9: White can poke his head out into the centre.

Chapter 1, Pattern 2



Dia 1

The difference from Pattern One is that White has extended right up the side towards Black's position. What effect does this have?

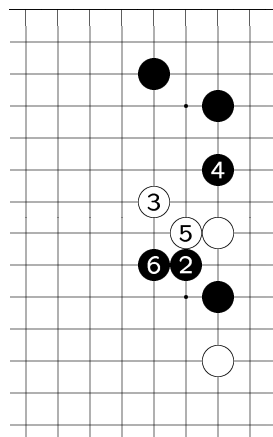


Dia 2: 1-5

1: If White wants to make full use of his extra stone, this becomes the vital point for invading.

2: The usual answer.

5: This is a set pattern. The choice of Black's next move is influenced by the position at the bottom.

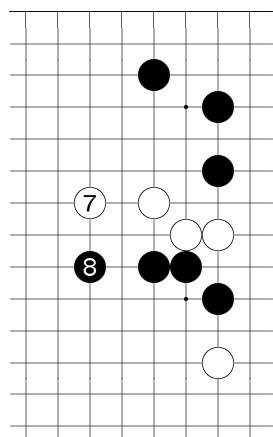


Var 1 von Zug 2 in Dia 2: 2-6

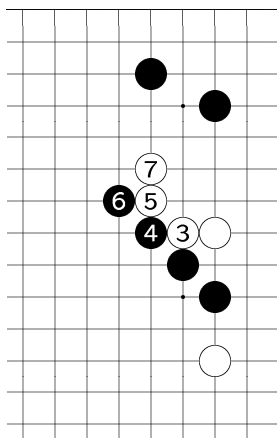
2: The kosumi is frequently played. White has various responses.

4: Black takes the vital point.

6: Black keeps attacking.

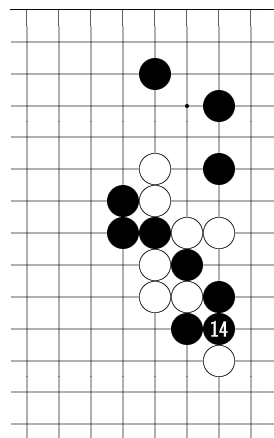


Var 1 (continued): 7-8



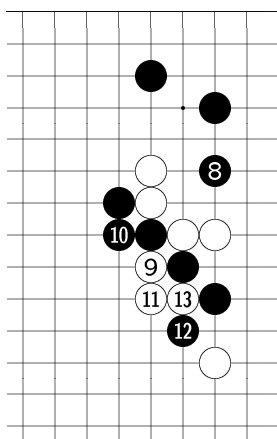
Var 1.1 von Zug 3 in Var 1: 3-7

- 3: Pushing up is too heavy.
4: Black makes a two-step hane.



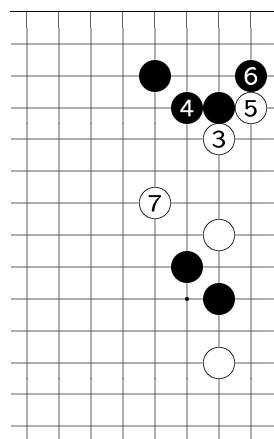
Var 1.1 (continued)

- 14: Black weakens the white stone below.
This is bad for White.



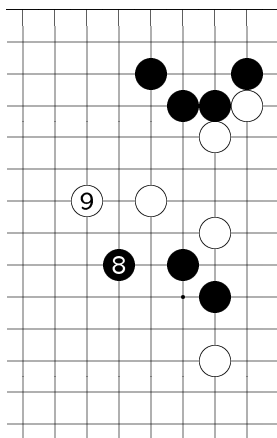
Var 1.1 (continued): 8-13

- 8: Black strikes a severe blow at the vital point. White is in trouble.
12: Black counters fearlessly.

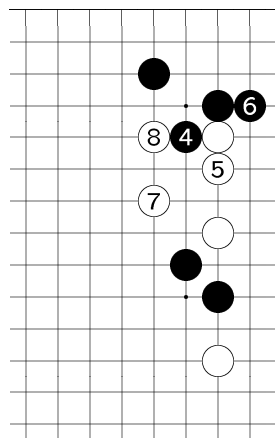


Var 1.2 von Zug 3 in Var 1: 3-7

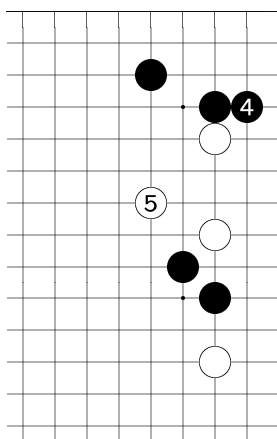
- 3: Playing a probe by attaching here is another way for White to settle himself.
5: Forcing once here is good style.
7: White moves out into the centre.



Var 1.2 (continued): 8-9



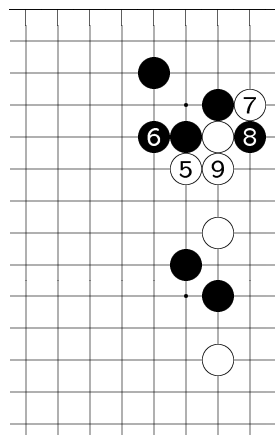
Var 1.2.2 von Zug 4 in Var 1.2: 4-8



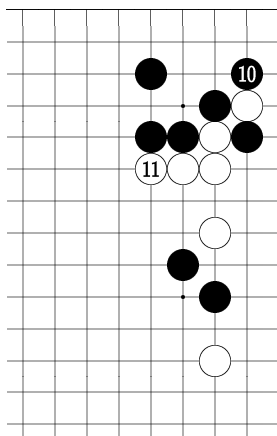
Var 1.2.1 von Zug 4 in Var 1.2: 4-5

4: This is a submissive answer.

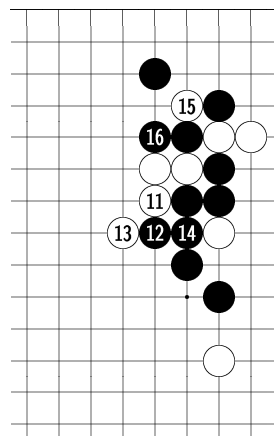
5: White moves out, giving Black a somewhat painful result.



Var 1.2.2.1 von Zug 5 in Var 1.2.2: 5-9

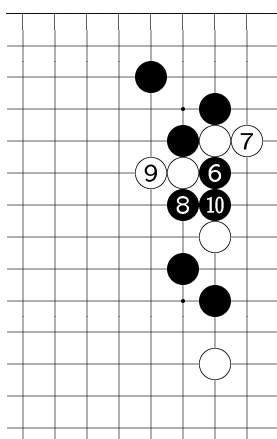


Var 1.2.2.1 (continued): 10-11

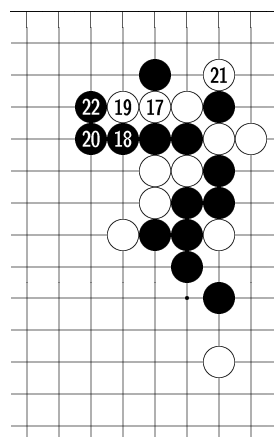


Var 1.2.2.1.1 (continued): 11-16

11: White makes satisfactory shape.

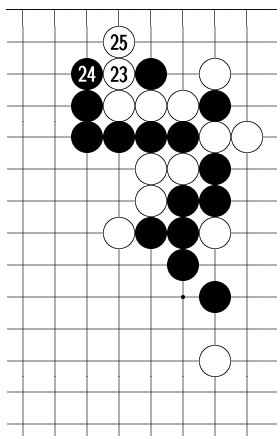


Var 1.2.2.1.1 von Zug 6 in Var 1.2.2.1: 6-10



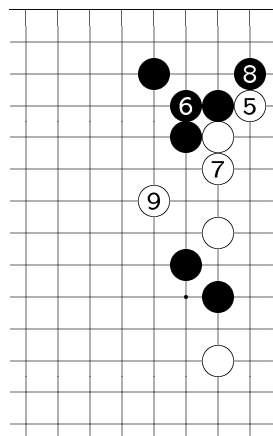
Var 1.2.2.1.1 (continued): 17-22

8: The continuation is natural, and a large exchange follows.



Var 1.2.2.1.1 (continued): 23-25

25: White gets a large profit in the corner, so he is satisfied.

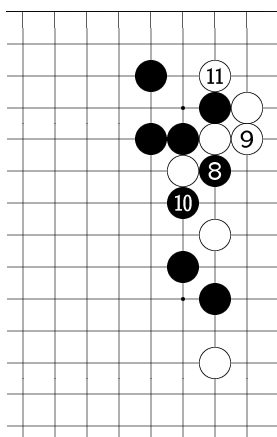


Var 1.2.2.2 von Zug 5 in Var 1.2.2: 5-9

5: Countering Black's hane with another hane is a strong move.

6: This is peaceful.

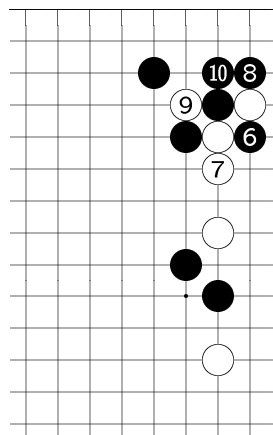
9: Black moves out with a sabaki shape.



Var 1.2.2.1.2 von Zug 8 in Var 1.2.2.1: 8-11

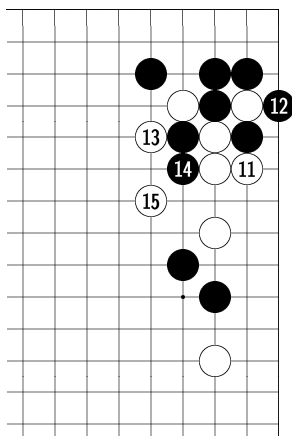
8: Black can set up a ladder.

11: White lives in the corner. This result can be considered a success for White.



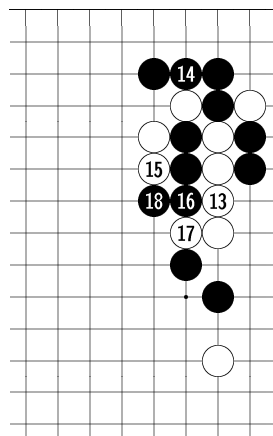
Var 1.2.2.2.1 von Zug 6 in Var 1.2.2.2: 6-10

6: Black could give atari.



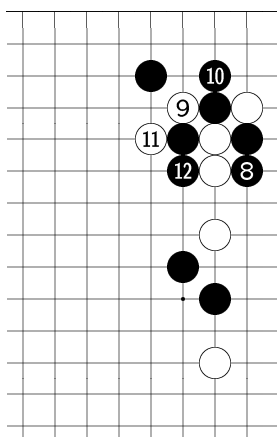
Var 1.2.2.2.1 (continued): 11-15

15: Even if the ladder is unfavourable, this move settles the White group.



Var 1.2.2.2.1.1 (continued): 13-18

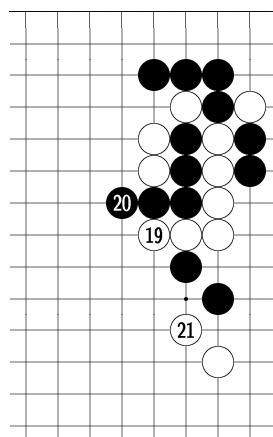
15: White forces his way out.



Var 1.2.2.2.1.1 von Zug 8 in Var 1.2.2.2.1: 8-12

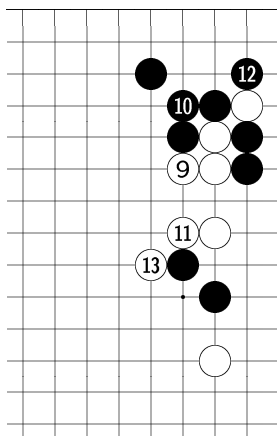
8: Black may fight back strongly.

9: This and the next forcing moves are correct timing.



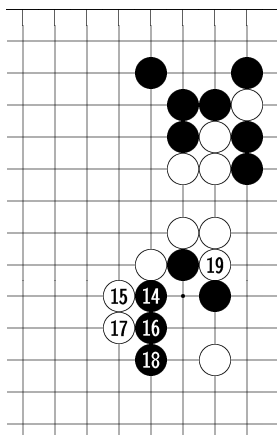
Var 1.2.2.2.1.1 (continued): 19-21

21: This result is reasonable for White.

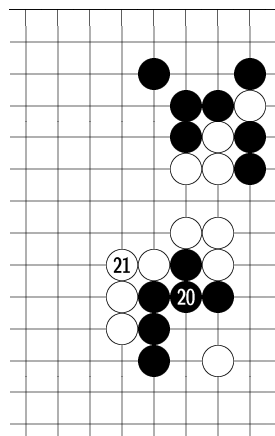


Var 1.2.2.2.1.1.1 von Zug 9 in Var 1.2.2.2.1.1: 9-13

9: White can also make this simple move.
 12: This move is obligatory because of White's previous move.

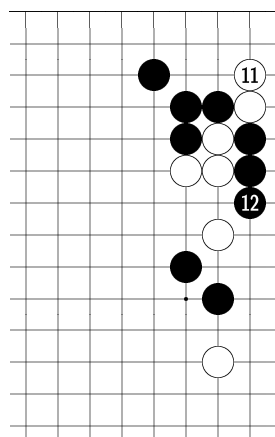


Var 1.2.2.2.1.1.1 (continued): 14-19



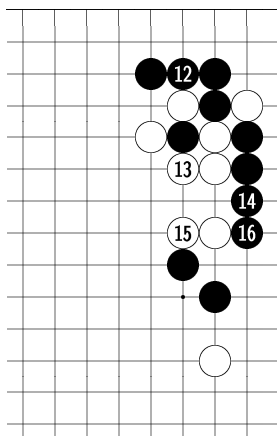
Var 1.2.2.2.1.1.1 (continued): 20-21

21: This sequence settles the white group.



Var 1.2.2.2.1.1.1.1 von Zug 11 in Var 1.2.2.2.1.1.1: 11-12

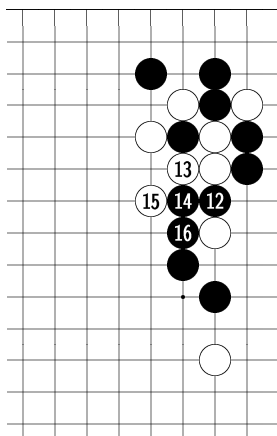
11: Extending into the corner is tempting but unreasonable.
 12: Black promptly demonstrates why the previous White move is unreasonable.



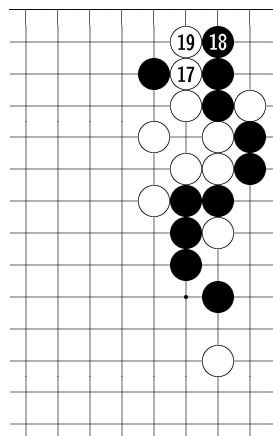
Var 1.2.2.2.1.1.2 von Zug 12 in Var 1.2.2.2.1.1: 12-16

12: If Black plays here, White gets thickness.

16: Black can connect underneath, but he gets a low position and an inferior result.

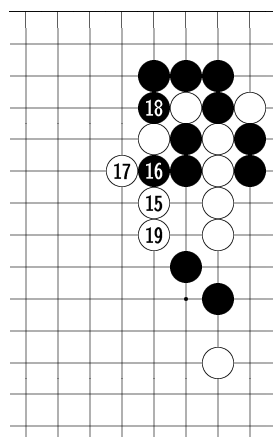


Var 1.2.2.2.1.1.3 von Zug 12 in Var 1.2.2.2.1.1: 12-16



Var 1.2.2.2.1.1.3 (continued): 17-19

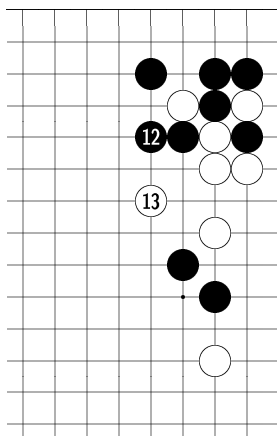
19: White sacrifices his stone on the side and gets adequate compensation.



Var 1.2.2.2.1.1.4 von Zug 15 in Var 1.2.2.2.1.1: 15-19

15: Switching to this point is also conceivable.

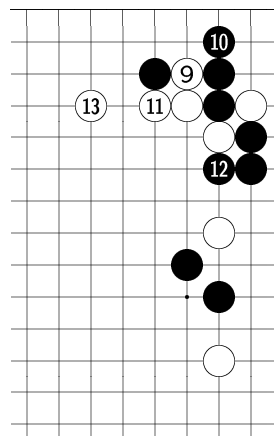
19: Depending on the overall position, the bamboo joint connection might work very well.



Var 1.2.2.2.1.2 von Zug 12 in Var 1.2.2.2.1:
12-13

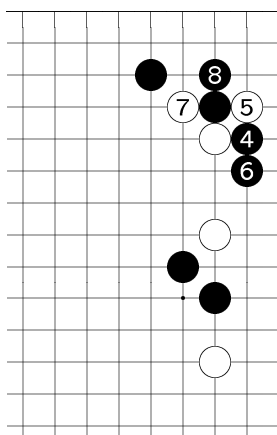
12: Black poking out his head with this solid extension is also an excellent move.

13: White moves out.



Var 1.2.3 (continued): 9-13

13: White regroupes on the left. In exchange, Black takes the right side. White has succeeded in settling himself.

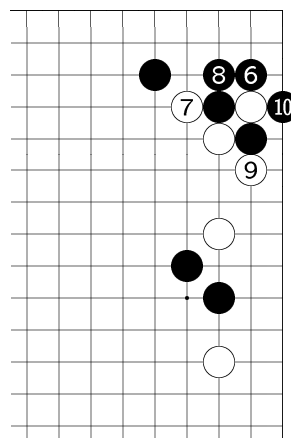


Var 1.2.3 von Zug 4 in Var 1.2: 4-8

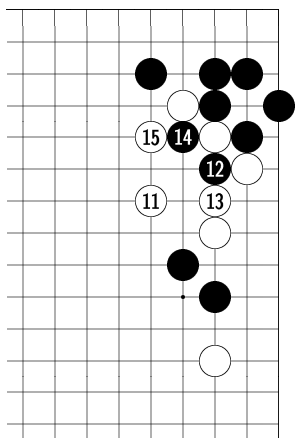
4: It is also possible for Black to hane underneath.

5: This crosscut is the tesuji for settling oneself.

6: If Black resists here, White pushes through.

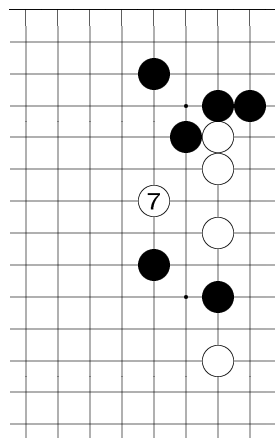


Var 1.2.3.1 von Zug 6 in Var 1.2.3: 6-10

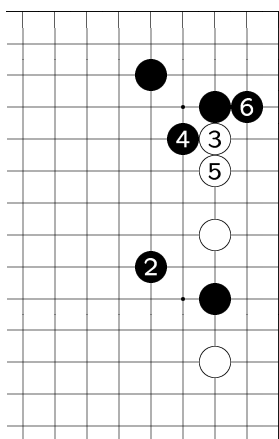


Var 1.2.3.1 (continued): 11-15

11: Black plays lightly.



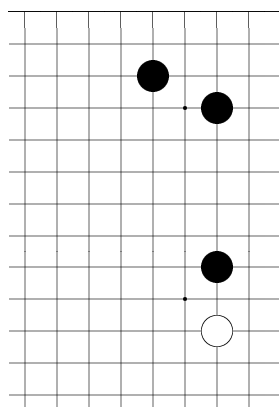
Var 2 (continued)



Var 2 von Zug 2 in Dia 2: 2-6

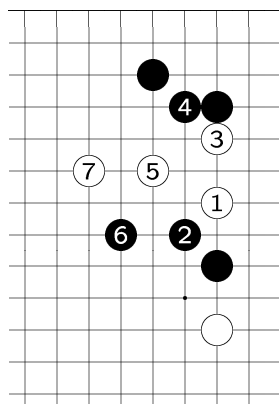
2: The knight's move is also possible, but it feels a little loose.

Chapter 1, Pattern 3



Dia 1

Black has made a four-space extension from his corner enclosure, and White has extended right up the side towards Black's formation. What difference does Black's more narrow extension make?



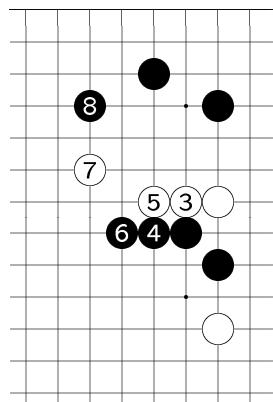
Dia 2: 1-7

1: The presence of the white stone so close to Black's position means that once again invading here is the key point.

3: When Black plays the kosumi, White has less space in which to settle himself that in Pattern Two. First, White plays the probe.

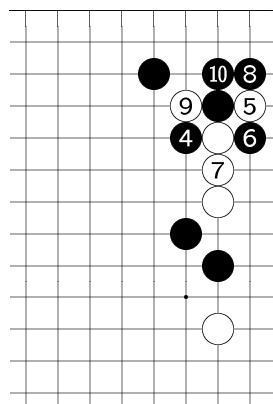
5: White makes good shape.

6: This continuation can be expected.



Var 1 von Zug 3 in Dia 2: 3-8

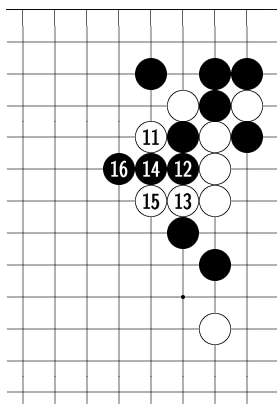
3: Pushing up is heavy and not to be recommended. The continuation is unsatisfactory for White.



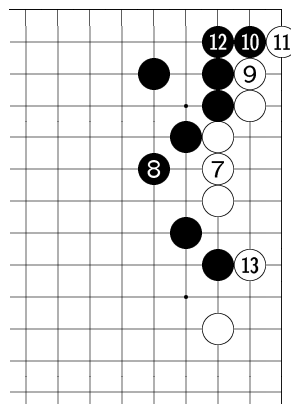
Var 2 von Zug 4 in Dia 2: 4-10

5: After Black's hane, a counter-hane is the tesuji.

8: If Black captures the white stone, White will cut and drive a wedge through the middle of the enemy forces.

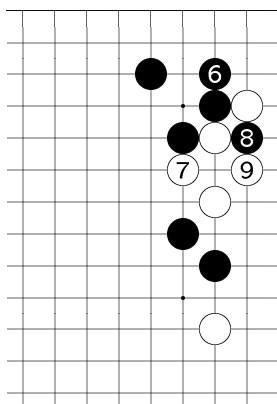


Var 2 (continued): 11-16



Var 2.1.1 von Zug 7 in Var 2.1: 7-13

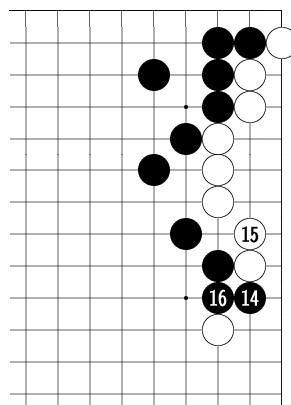
7: If White makes the peaceful connection, Black seals him in.



Var 2.1 von Zug 6 in Var 2: 6-9

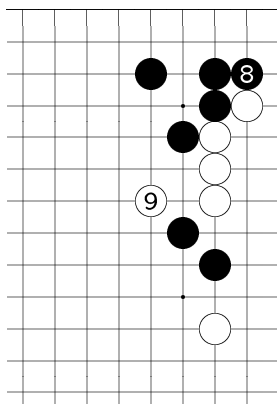
6: Black may pull back.

9: White sets up a ko. This result is quite reasonable for White.



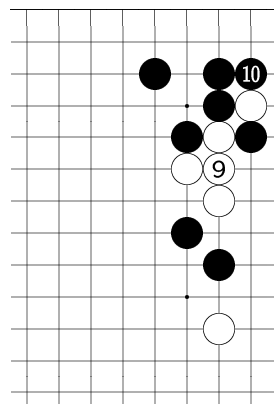
Var 2.1.1 (continued): 14-16

16: Black is happy to let White live in return for the outward influence he builds. This result is good for Black.



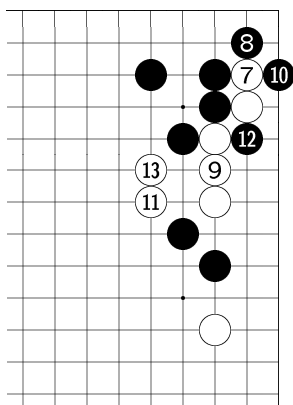
Var 2.1.1.1 von Zug 8 in Var 2.1.1: 8-9

8: If Black emphasizes the corner, White will jump out.



Var 2.1.3 von Zug 9 in Var 2.1: 9-10

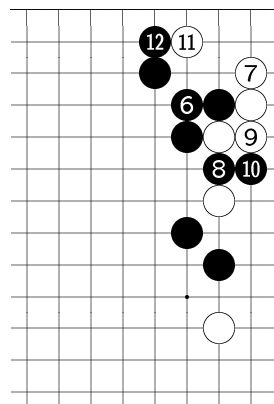
9: Connecting instead of setting up a ko makes the previous move meaningless.
10: Permitting Black to capture is painful. White makes bad shape.



Var 2.1.2 von Zug 7 in Var 2.1: 7-13

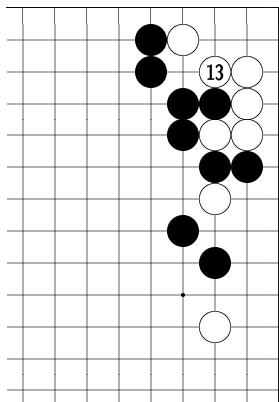
7: Crawling into the corner also seems possible.

9: White sacrifices two stones and heads for the centre.



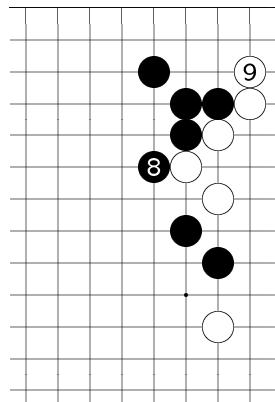
Var 2.2 von Zug 6 in Var 2: 6-12

6: This connection looks solid, but is a little slack.



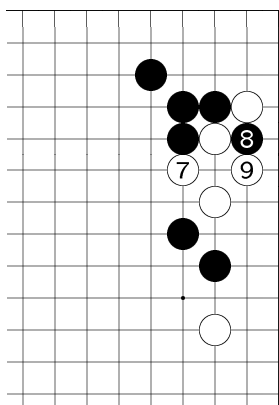
Var 2.2 (continued)

13: White takes all the corner profit, and Black still has to worry about the cut.



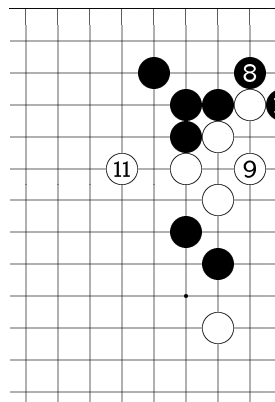
Var 2.2.1.1 von Zug 8 in Var 2.2.1: 8-9

9: If Black blocks on top, White naturally swallows up the corner profit. This is a loss for Black.



Var 2.2.1 von Zug 7 in Var 2.2: 7-9

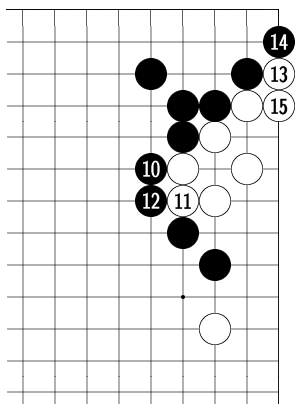
7: Depending on the position, this move, which creates the possibility of a ko, may be a powerful move.



Var 2.2.1.2 von Zug 8 in Var 2.2.1: 8-11

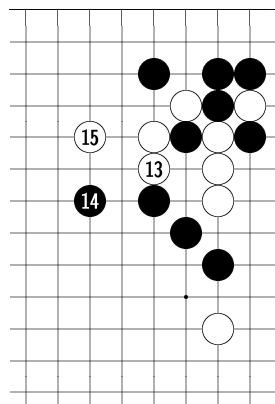
9: If Black defends the corner, the diagonal connection is a stylish move.

11: White dodges lightly, heading for the centre.



Var 2.2.1.2.1 von Zug 10 in Var 2.2.1.2: 10-15

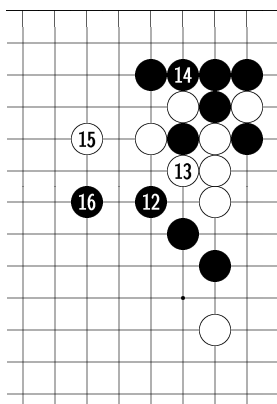
10: If Black seals White in, White will live in sente and should be satisfied.



Var 2.3.1 von Zug 13 in Var 2.3: 13-15

13: Answering here is preferable to White than capturing the stone in the ladder.

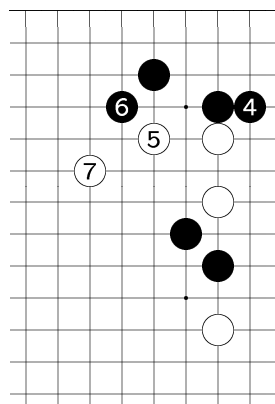
15: White escapes.



Var 2.3 von Zug 12 in Var 2: 12-16

12: This is better for Black than moving out of the ladder.

14: Black attacks.

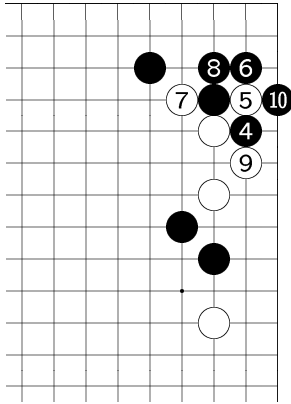


Var 3 von Zug 4 in Dia 2: 4-7

4: Black could also descend.

7: White moves out lightly.

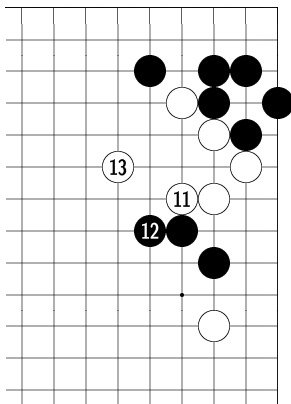
Chapter 1, Pattern 4



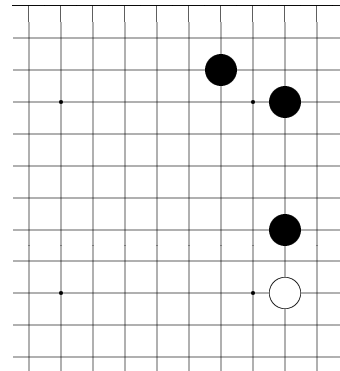
Var 4 von Zug 4 in Dia 2: 4-10

4: If Black hanes underneath, the crosscut is the tesuji.

7: White forces, then makes a resilient shape.

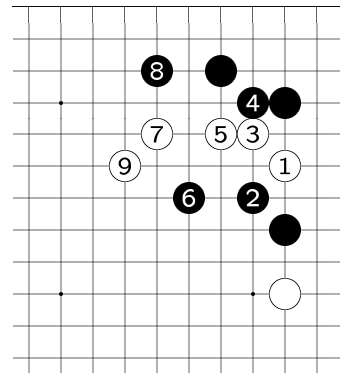


Var 4 (continued): 11-13



Dia 1

Black has made a narrow three-space extension, and White has extended right up close to Black's formation.

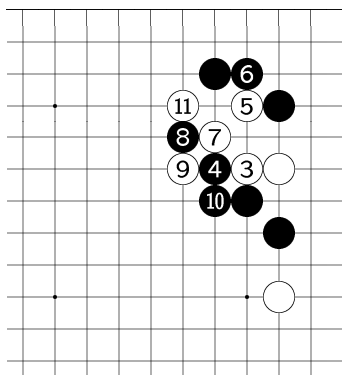


Dia 2: 1-9

1: With the backing of the white stone, the invasion here is the vital point even with the narrow three-space black extension.

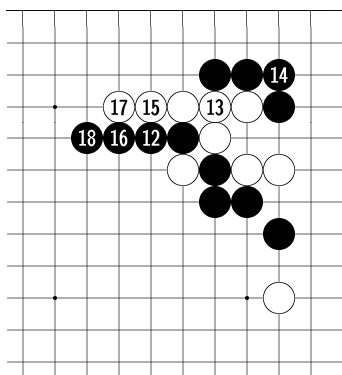
2: Since Black is strong locally, he should attack with the kosumi.

3: If Black makes the kosumi, White's kosumi makes correct shape. The continuation forms a standard pattern.



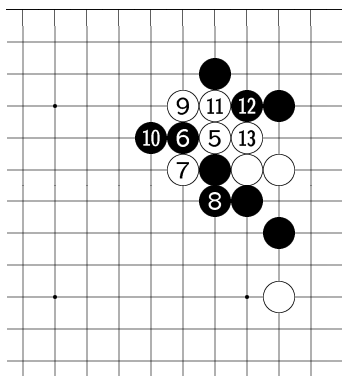
Var 1 von Zug 3 in Dia 2: 3-11

3: Pushing up is a heavy way to play.



Var 1 (continued): 12-18

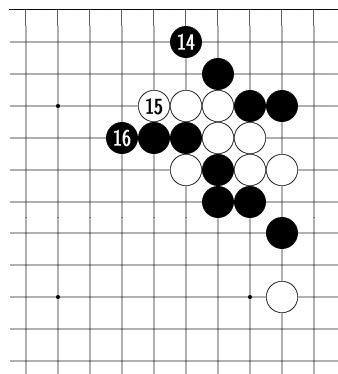
18: White does get out into the open, but Black gets impressive outward influence.



Var 1.1 von Zug 5 in Var 1: 5-13

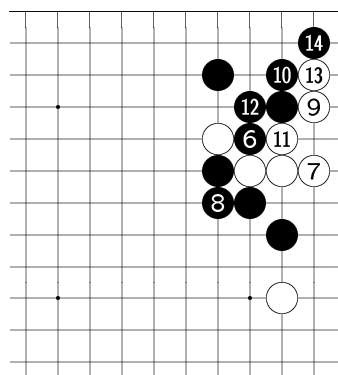
5: What happens if White plays here immediately, omitting the attachment on the black shimari stone?

6: Black continues with the two-step hane.



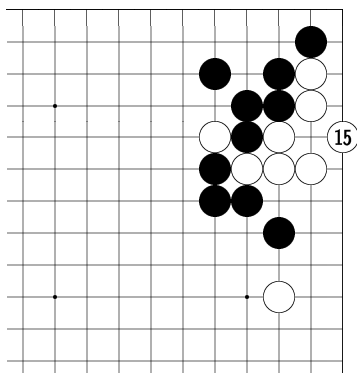
Var 1.1 (continued): 14-16

16: White can move out, but Black gets thickness on the outside.



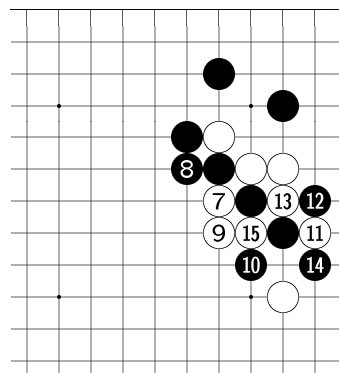
Var 1.1.1 von Zug 6 in Var 1.1: 6-14

6: Black can also cut.



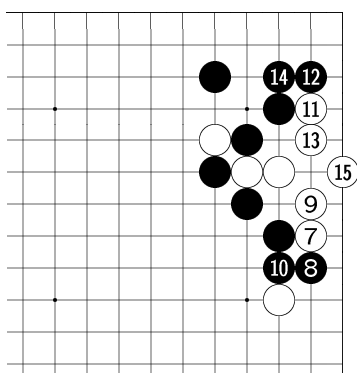
Var 1.1.1 (continued)

15: Black gets a good result.



Var 1.1.2 von Zug 7 in Var 1.1: 7-15

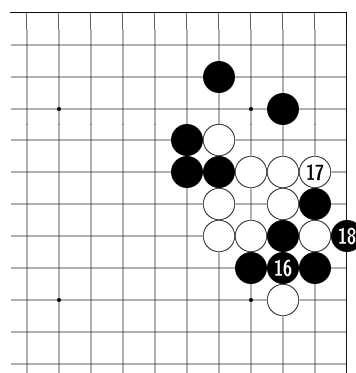
7: This cut is not to be recommended.



Var 1.1.1.1 von Zug 7 in Var 1.1.1: 7-15

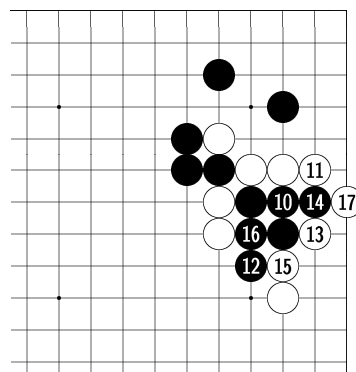
7: White can live by attaching and drawing back on both sides.

15: However, White only gets a tiny life, in gote, while Black becomes very strong outside. This is not what White had in mind when he invaded.

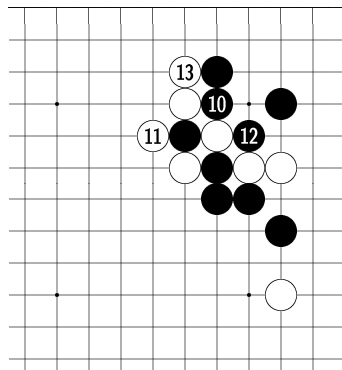


Var 1.1.2 (continued): 16-18

18: White gets a heavy shape.

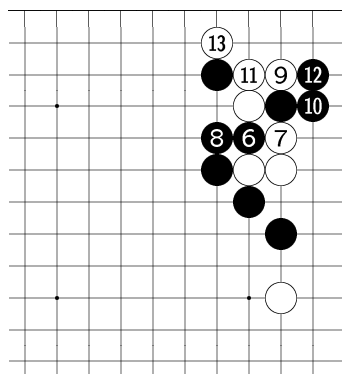


17: White manages to connect underneath, but he is forced into a low position. This result is good for Black.



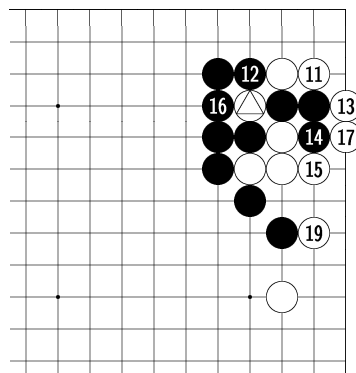
Var 1.1.3 von Zug 10 in Var 1.1: 10-13

10: Cutting is not good.
13: White blocks and still has some aji left in the corner. This is very unsatisfactory for Black.



Var 1.2 von Zug 6 in Var 1: 6-13

6: Black could also wedge in.
13: White uses his three stones as a sacrifice in order to gouge out Black's corner.

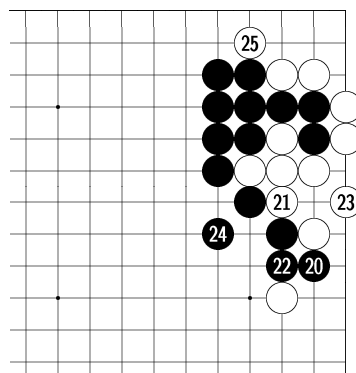


Var 1.2.1 von Zug 11 in Var 1.2: 11-19

+ 18 auf

11: This is a bad move.

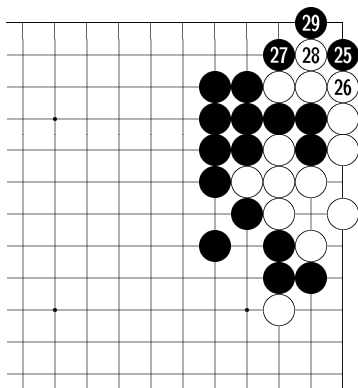
17: White can connect underneath.



Var 1.2.1 (continued): 20-25

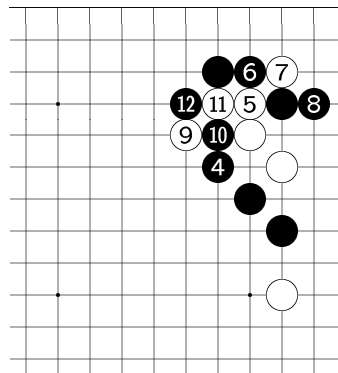
23: White gets one eye.

25: White lives, but this gives Black too much thickness.



Var 1.2.1.1 von Zug 25 in Var 1.2.1: 25-29

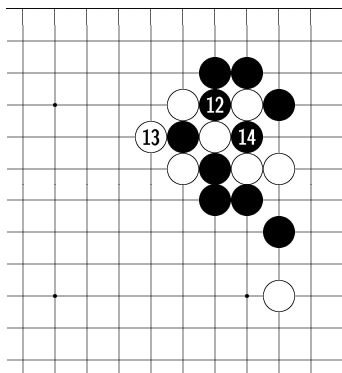
25: If White omits to make life, Black can set up a ko with this placement.



Var 2 von Zug 4 in Dia 2: 4-12

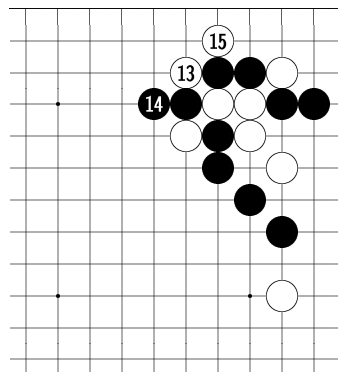
4: Black tries to capture White, but White can counter.

10: Black can't cut, as this continuation shows.

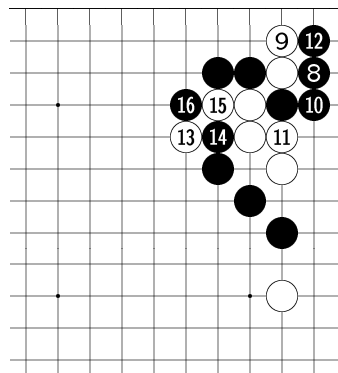


Var 1.3 von Zug 12 in Var 1: 12-14

12: Black could play here, but that lets White make a ponnuki. The influence of the ponnuki is considerable and makes this a satisfactory result for White.

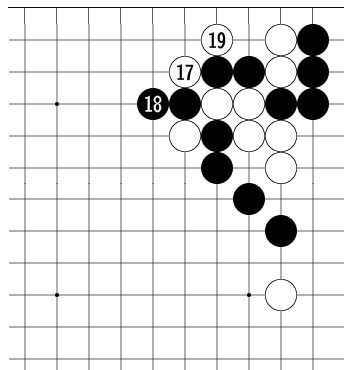


Var 2 (continued): 13-15

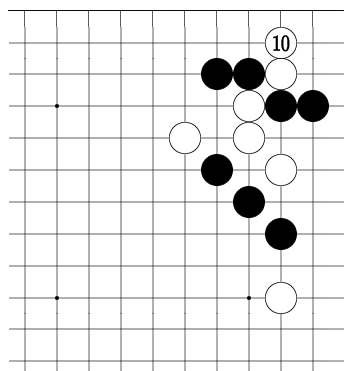


Var 2.1 von Zug 8 in Var 2: 8-16

- 8: Another possibility.
 13: Black can't cut.
 14: This shows why Black can't cut.

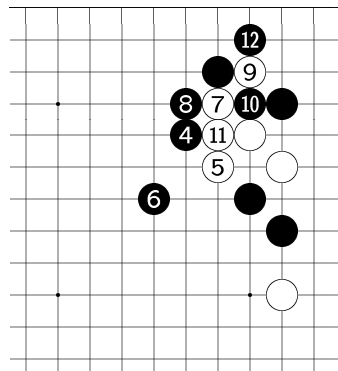


Var 2.1 (continued): 17-19



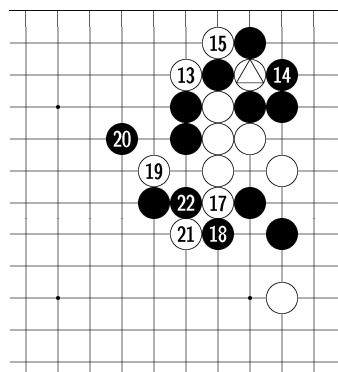
Var 2.2 von Zug 10 in Var 2

- 10: White aims at this point later.

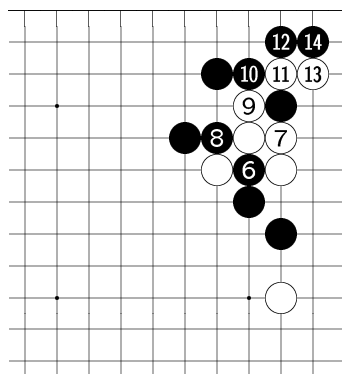


Var 3 von Zug 4 in Dia 2: 4-12

- 4: This looks like a move with bad aji, but it does also look ominous for White.
 9: This hane is a tesuji.

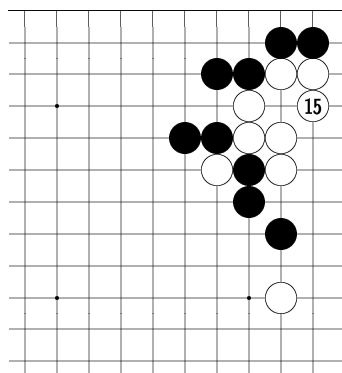


29: White has no trouble breaking through Black's encircling net.



Var 3.1 von Zug 6 in Var 3: 6-14

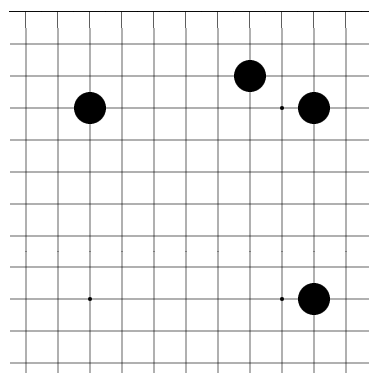
6: Trying to cut is too impetuous.



Var 3.1 (continued)

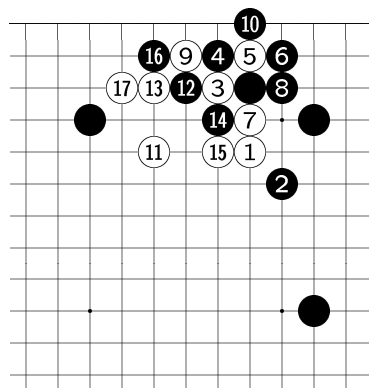
15: White connects, then lives in the corner by capturing a stone. This result is a little unfavourable for Black.

Chapter 1, Pattern 5



Dia 1

Black has made extensions in both directions from his corner enclosure. This is the ideal "double-wing" formation. White has to make a light invasion.



Dia 2: 1-17

1: This is the vital point for attacking the small knight enclosure. A move by Black here would greatly strengthen his moyo and make it very hard for the opponent to reduce it.

2: This move aims at attacking White while securing the territory on the right side. Making a straight-out attempt to encircle White instead would be unreasonable.

3: This contact play is a standard sabaki technique.

5: After Black's hane, the crosscut is the follow-up.

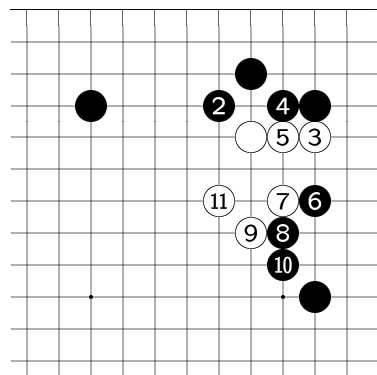
7: Black must now decide whether to connect or to capture.

11: If Black connects, White forces, then jumps lightly. The latter is the key move: when reducing a moyo, White must always aim at playing lightly like this to get sabaki (i.e., a light, flexible shape). There are two cutting points in White's shape, but there is no need to worry.

13: If Black cuts, White does not connect, but instead gives counter-atari, letting Black capture.

15: White turns.

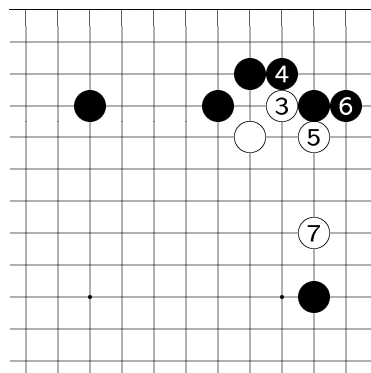
17: If Black captures another stone, White extends. This makes White thick in the centre.



Var 1 von Zug 2 in Dia 2: 2-11

2: The idea of Black's kosumi is to defend solidly at the top and to fight on the right.

11: After forcing, White calmly makes the diagonal connection. White has got sabaki inside the black moyo and has restricted the amount of territory Black can make. White can regard his invasion as a success.

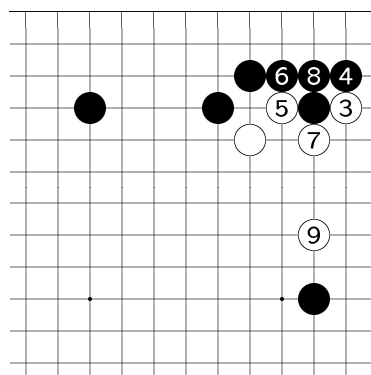


Var 1.1 von Zug 3 in Var 1: 3-7

5: This and the previous moves are light and efficient.

6: This move is obligatory - Black cannot let White play here.

7: White extends. This is a standard pattern.



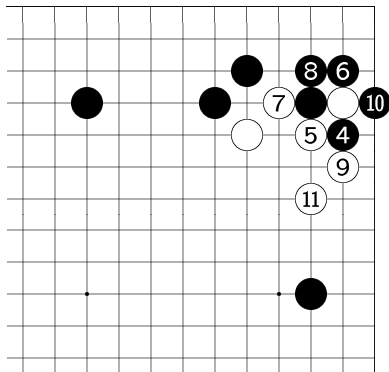
Var 1.2 von Zug 3 in Var 1: 3-9

3: Attaching underneath is another variation. However, White has to be careful, as there are various counters available to Black.

4: This move is submissive.

5: If Black is kind enough to play the previous move, White happily forces, the extends.

9: This is bad for Black and exactly what White wants, so Black has to look for a chance to counterattack.

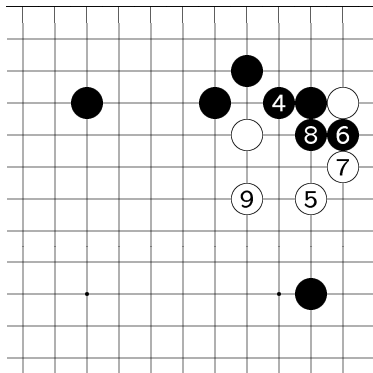


Var 1.2.1 von Zug 4 in Var 1.2: 4-11

5: If Black blocks on the outside, White still crosscuts.

6: This move emphasizes territory.

11: After forcing, White fixes up his shape. This result is favourable for White.



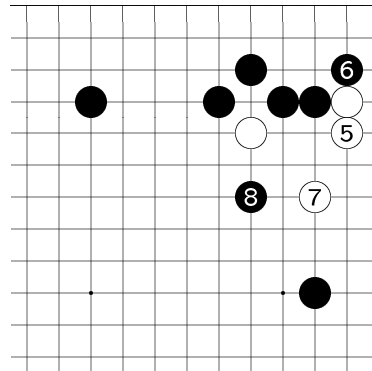
Var 1.2.2 von Zug 4 in Var 1.2: 4-9

4: The aim of this move is to avoid helping White to make shape and to avoid giving him forcing moves.

5: This is a light response.

7: This move makes efficient use of White's original contact play.

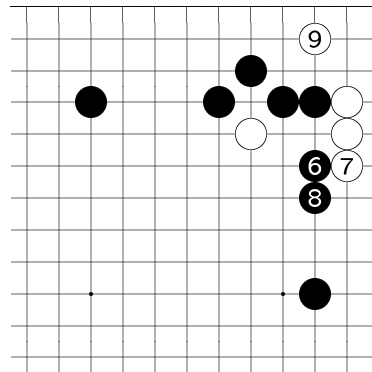
9: This is the proper move - White is satisfied with his shape.



Var 1.2.2.1 von Zug 5 in Var 1.2.2: 5-8

5: This move may be big, but it feels heavy.

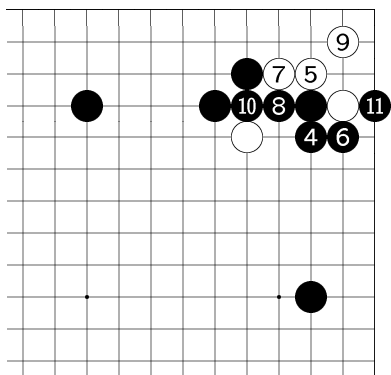
8: This is the vital point for attack. White may not be captured, but his position is certainly cramped.



Var 1.2.2.1.1 von Zug 6 in Var 1.2.2.1: 6-9

6: If Black wants to emphasize outward influence, he might try pressing here.

9: However, White crawls once more, then lives in the corner. This is very big, so Black should only play this way in special circumstances.



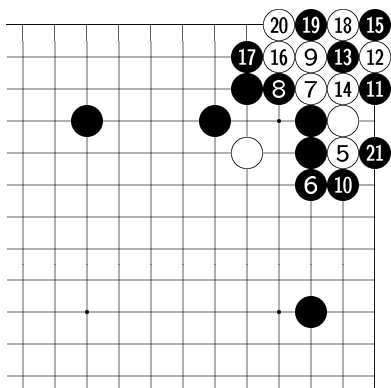
Var 1.2.3 von Zug 4 in Var 1.2: 4-11

4: The aim of this move is to build powerful outward influence while letting White live in the corner.

6: This move continues Black's strategy.

10: Connecting here gives Black good aji.

11: If White now switches elsewhere, Black is left with this atari.



Var 1.2.3.1 von Zug 5 in Var 1.2.3: 5-21

5: White may crawl in an attempt to live on a larger scale.

6: This is a peaceful answer.

10: White secures life, but Black gets nice thickness. This looks like gote, but appearances are deceptive.

11: If White tenukis, Black can attack his eye shape with this placement.

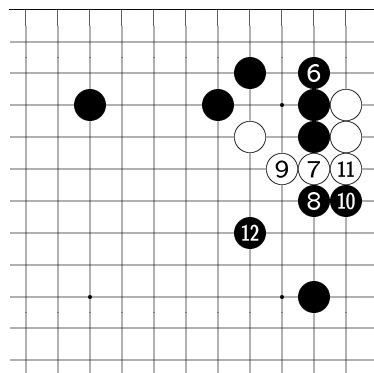
12: This is the only answer.

15: Capturing a stone seems to set up yonmoku-nakade (a clump of four stones

which reduces to only one eye), but White's resistance is not quelled so easily.

18: White turns, then throws in.

21: This sequence gives a ko. However, the presence of this threat means that White cannot tenuki.



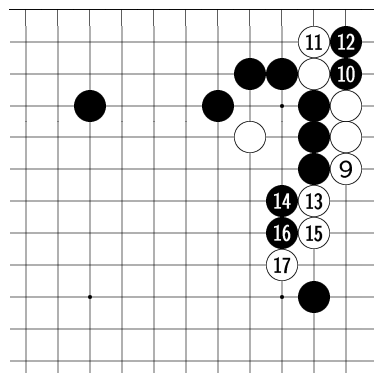
Var 1.2.3.1.1 von Zug 6 in Var 1.2.3.1: 6-12

6: Another option for Black is to pull back into the corner. This gives Black an extremely solid position.

7: White of course hanes.

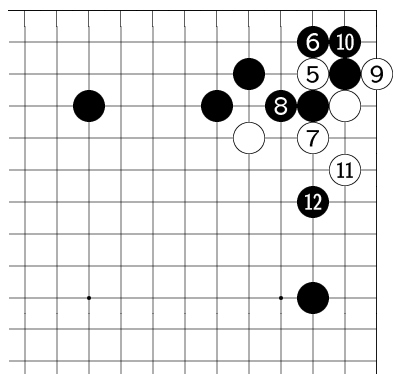
8: This clamp is one of the vital points for attacking White.

12: Black forces, then continues his attack. This is a set pattern.



Var 1.2.3.1.2 von Zug 9 in Var 1.2.3.1: 9-17

10: If White crawls once more, Black naturally cuts. This way a fight gets started.



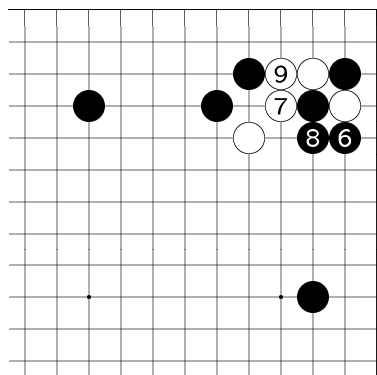
Var 1.2.4 von Zug 5 in Var 1.2: 5-12

5: This crosscut is a tesuji.

6: Black answers solidly.

7: White uses his stone as a sacrifice to force before defending.

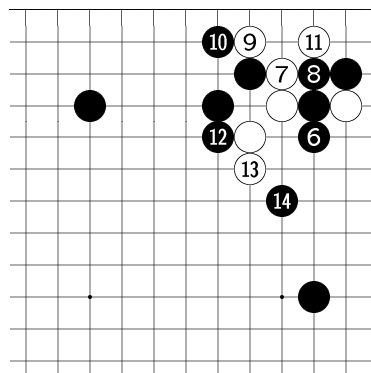
12: Black can still aim at attacking at this vital point, but White is closer to settling his group than without the crosscut.



Var 1.2.4.1 von Zug 6 in Var 1.2.4: 6-9

6: This is also a feasible response.

9: White lays waste to the corner, but Black can still aim at attacking him. The position is even.



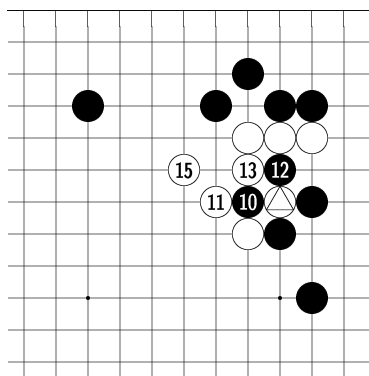
Var 1.2.5 von Zug 6 in Var 1.2: 6-14

6: Fighting spirit makes Black want to push through.

7: White naturally pushes through.

8: This is a thick move.

14: Black does manage to stop White from getting eyes, but White has destroyed Black's corner territory, so the position is even.

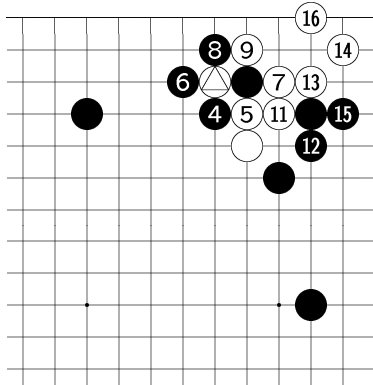


Var 1.3 von Zug 10 in Var 1: 10-15

+ 14 auf

11: If Black gives atari, White counters with an atari of his own. This pattern is often seen. Note that this move is a key sabaki technique, mastery of which is essential for all serious players.

15: White makes another diagonal connection and gets a good, strong position. If anything, White's position is now stronger than Black's.



Var 2 von Zug 4 in Dia 2: 4-16

+ 10 auf

4: In actual play Black might decide to make the hane on top.

5: White naturally cuts.

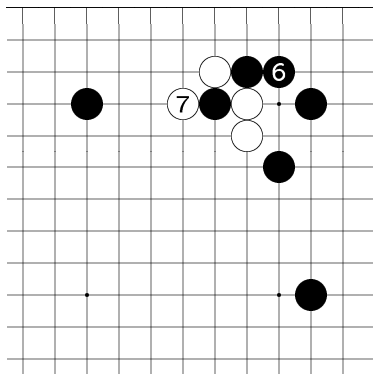
6: This is a tough move.

7: White is able to encroach upon the corner.

13: Now Black has to choose between taking away White's eye shape in the corner and blocking his way out to the centre.

14: In this configuration, this is the key move for securing eye shape.

16: This is the correct follow-up.

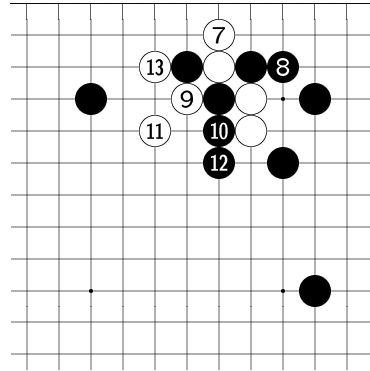


Var 2.1 von Zug 6 in Var 2: 6-7

6: Whether or not Black can simply pull back depends on the ladder.

7: If White can get a ladder with this move, he gets a good result here, but if the ladder

is unfavourable it is quite difficult for him to get sabaki.

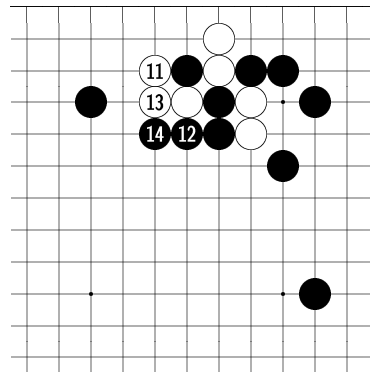


Var 2.2 von Zug 7 in Var 2: 7-13

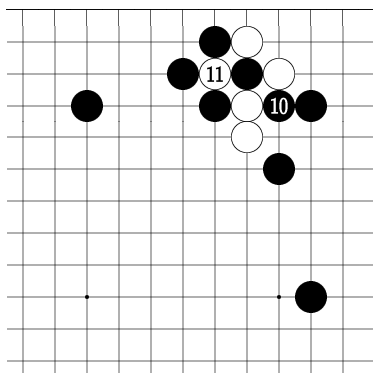
7: White can also descend.

8: Drawing back is good enough for Black.

12: White is able to settle his group, but this thick move gives Black a satisfactory result.



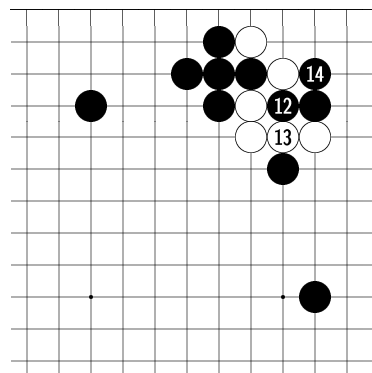
Var 2.2.1 von Zug 11 in Var 2.2: 11-14



Var 2.3 von Zug 10 in Var 2: 10-11

10: This move is dangerous.

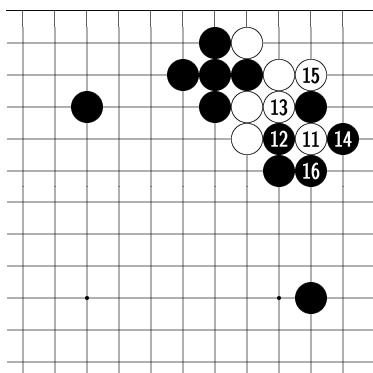
11: White can start a serious ko.



Var 2.4.1 von Zug 12 in Var 2.4: 12-14

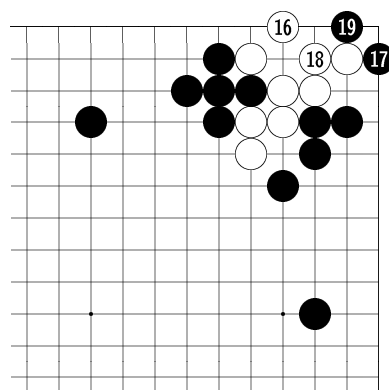
12: Black can also answer by taking the corner with these simple moves.

14: Black can now still aim at attacking the four white stones.



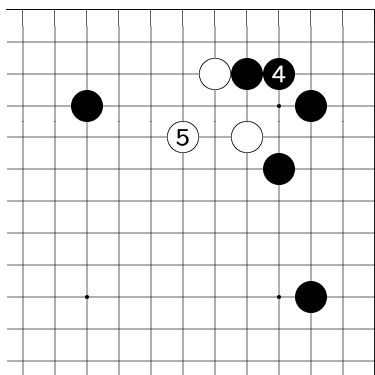
Var 2.4 von Zug 11 in Var 2: 11-16

11: This looks like good timing (it follows the proverb "attach across the knight's move"), but it is counterproductive, for it just helps Black to strengthen himself. This move loses points.



Var 2.5 von Zug 16 in Var 2: 16-19

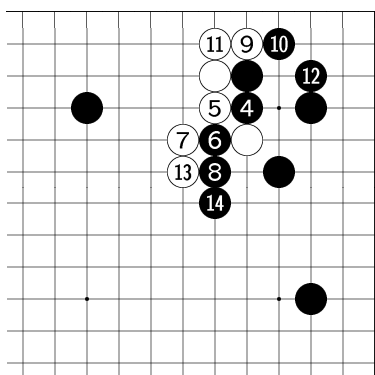
16: Now a ko cannot be avoided.



Var 3 von Zug 4 in Dia 2: 4-5

4: When the ladder is unfavourable for Black, he can pull back instead of crosscutting first.

5: White plays lightly and fixes up his shape. Black's play here is a little lacking in severity.



Var 4 von Zug 4 in Dia 2: 4-14

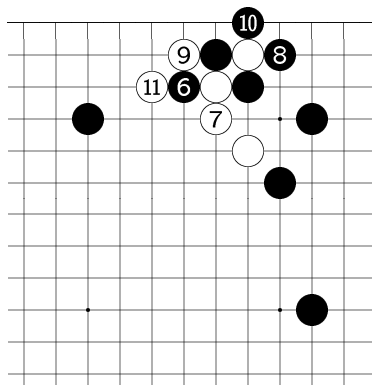
4: This is bad style: it permits White to turn his previous move into a hane at the head of two stones.

5: Black is emphasizing territory and hopes to solidify the right side, but playing this way is bad.

6: Black continues by cutting - he is concentrating solely on developing his right side territory.

13: However, White builds nice thickness, thanks to his forcing moves.

14: Depending on the position at the top and on the left side, Black may find it hard to win playing like this.

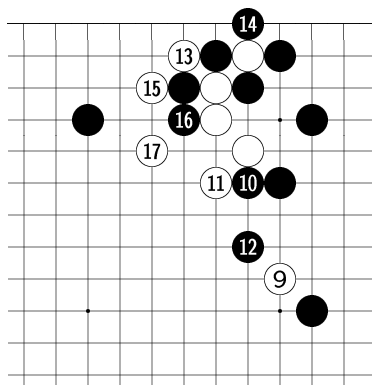


Var 5 von Zug 6 in Dia 2: 6-11

6: This is a strong counter, possible when the ladder favours Black.

7: White avoids giving Black a ponnuki.

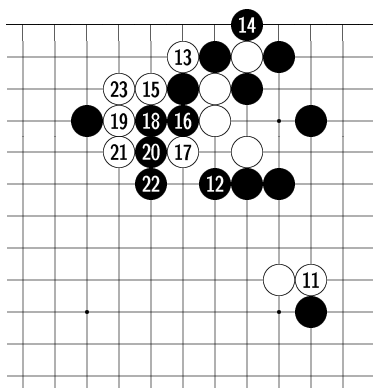
11: Since we supposed that the ladder favours Black, White cannot play this way.



Var 5.1 von Zug 9 in Var 5: 9-17

9: This shoulder hit then becomes White's tesuji for sabaki.

16: Remember that we assumed that the ladder favours Black.

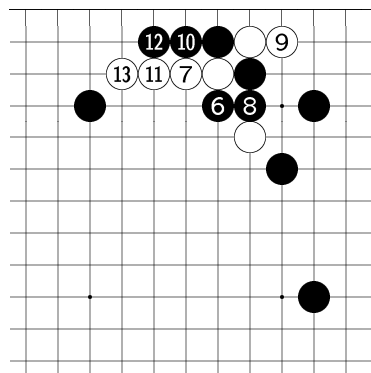


Var 5.1.1 von Zug 11 in Var 5.1: 11-23

11: Depending on the overall position, White could also try pushing down.

17: White's strategy is to sacrifice his stones at the top right in exchange for building a strong wall facing left.

23: Black gets a lot of territory, but his solitary stone on the left is enfeebled (not to mention White's gain from pushing down on the right side).

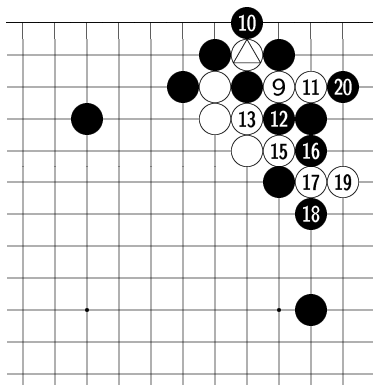


Var 6 von Zug 6 in Dia 2: 6-13

6: Giving atari on top is a feasible alternative for Black. Black's strategy is to build central thickness in return for giving White the corner.

9: With this move, White can destroy Black's corner and secure life.

10: This is not a good move. White just keeps extending.



Var 5.2 von Zug 9 in Var 5: 9-20

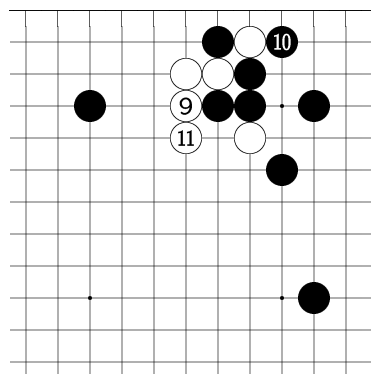
+ 14 auf

9: Cutting immediately instead of playing the shoulder hit on the stone at the bottom is unreasonable.

12: Black intercepts.

18: Black forces.

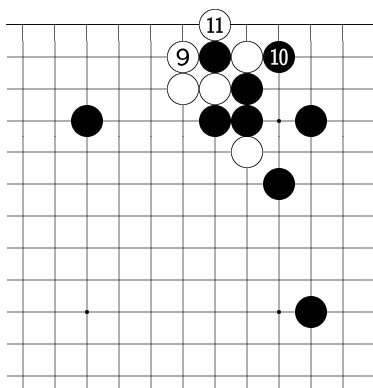
20: Black takes the corner. White's group is in bits and pieces.



Var 6.1 von Zug 9 in Var 6: 9-11

9: White can also turn. This is an excellent move.

11: White gets impressive shape.

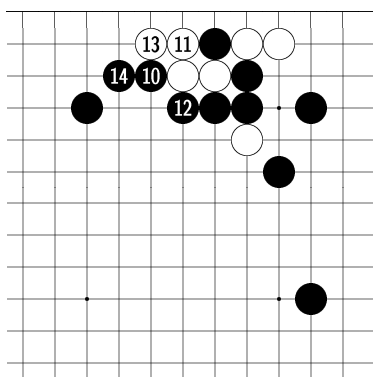


Var 6.2 von Zug 9 in Var 6: 9-11

9: White can also capture. This avoids complicated variations and keeps the position simple.

10: This is a big move.

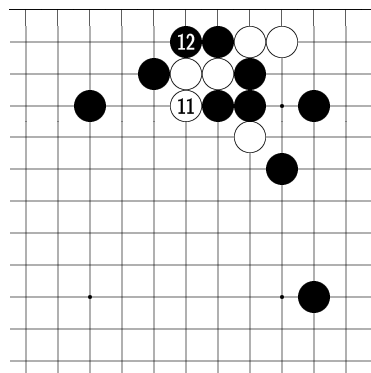
11: However, this result is just a little unsatisfactory for White.



Var 6.3 von Zug 10 in Var 6: 10-14

10: Attaching with the nose contact play is correct style. This move is nicknamed "the goblin's nose contact play".

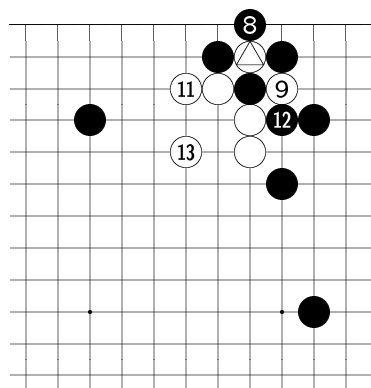
11: Capturing a stone is probably best. The continuation is standard.



Var 6.3.1 von Zug 11 in Var 6.3: 11-12

11: Turning towards the center is unreasonable.

12: When Black links up, White loses his base and comes under severe pressure.



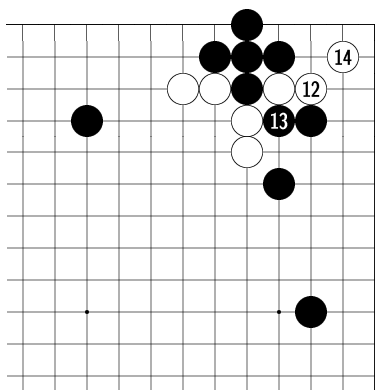
Var 7 von Zug 8 in Dia 2: 8-13

+ 10 auf △

9: White forces immediately.

12: Reinforcing is the correct response.

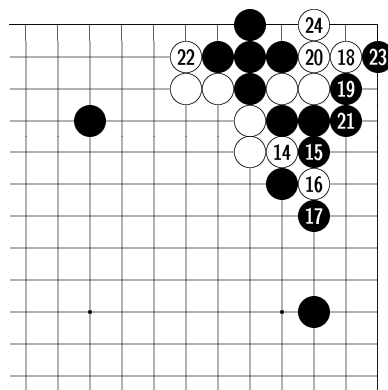
13: White also fixes up his shape, and the fight comes to a pause. White can be said to have achieved his objective in making the invasion.



Var 7.1 von Zug 12 in Var 7: 12-14

12: If Black neglects to reinforce, White has the aji of this extension.

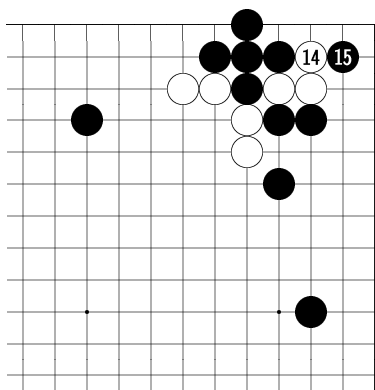
14: This is a resilient move which makes it hard for Black to find an answer.



Var 7.1.2 von Zug 14 in Var 7.1: 14-24

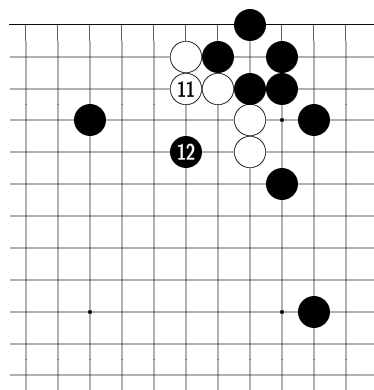
14: Another strong way for White to play is to push through and cut before making the kosumi.

24: White can fight a ko.



Var 7.1.1 von Zug 14 in Var 7.1: 14-15

14: After this move, Black has a tesuji.

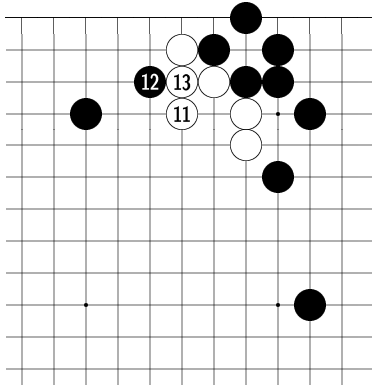


Var 8 von Zug 11 in Dia 2: 11-12

11: This move is heavy. White has forgotten the importance of playing lightly.

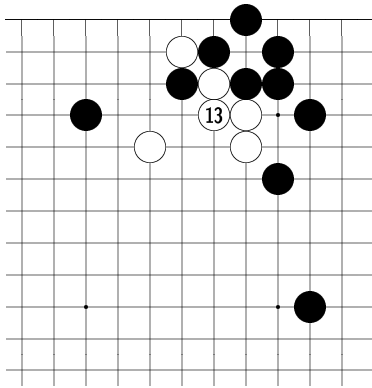
12: White's shape immediately crumbles when Black plays at the vital point. Even just escaping is going to be no easy matter for White now.

Chapter 1, Pattern 6



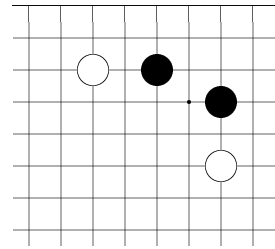
Var 9 von Zug 11 in Dia 2: 11-13

- 11: The diagonal connection is also a little heavy.
 12: Black's peep is an irritating forcing move.



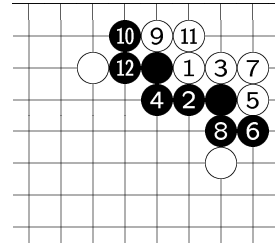
Var 10 von Zug 13 in Dia 2

- 13: This is bad style and only makes White heavy.



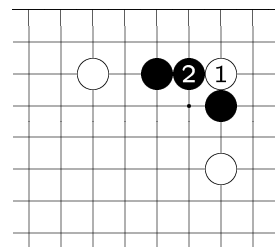
Dia 1

The small knight enclosure is supposed to guarantee the corner territory, but what happens when White has stones close up on both sides?



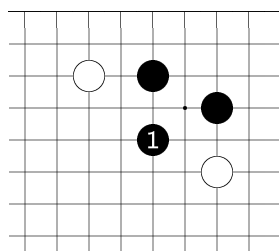
Dia 2: 1-12

- 1: This contact play is the vital point.
 3: Enables White to live in the corner.
 4: Connecting solidly is the most sensible move.
 12: White robs Black of the corner territory in sente. The two white stones on the outside play a necessary and effective role.



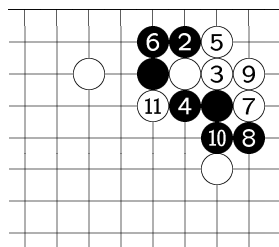
Var 1 von Zug 1 in Dia 2: 1-2

1: Attaching here is not effective.



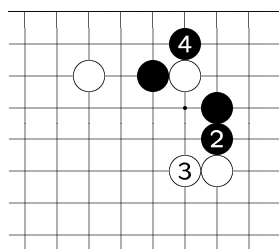
Var 2 von Zug 1 in Dia 2

1: Even if White invades the small knight enclosure, Black gets compensation for his corner territory by building thickness on the outside, but all the same defending first here is a good, solid move.



Var 3 von Zug 2 in Dia 2: 2-11

2: In most cases answering the invader with a hane on the second line is unreasonable.
11: White builds up strength on the inside, then cuts. Black cannot hope to win that fight: he will lose any semeai with the corner white group.

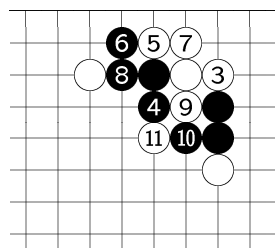


Var 4 von Zug 2 in Dia 2: 2-4

2: Switching to this point is an interesting indirect response to the invasion. This move is one way of getting sabaki in the corner fight.

3: This is the answer Black is hoping for.

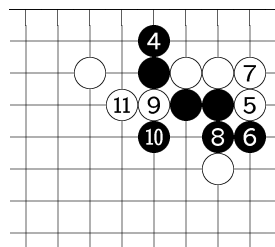
4: Black hanes and now has no worries in the corner.



Var 4.1 von Zug 3 in Var 4: 3-11

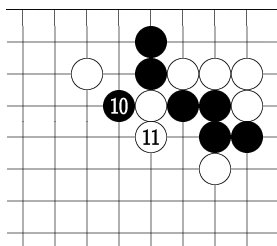
3: Ignoring the previous Black move in order to continue in the corner is a much stronger move.

11: White sets up the cut. Black is in for a tough fight.

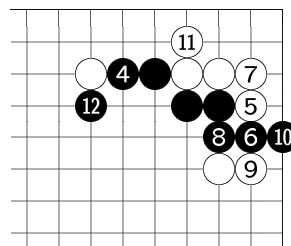


Var 5 von Zug 4 in Dia 2: 4-11

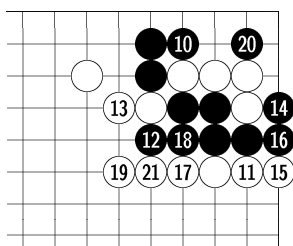
4: This attempt to capture the white invaders looks frightening, but here the white stones on the outside prove their usefulness.
9: Now either Black atari is bad when White extends.



Var 5.1 von Zug 10 in Var 5: 10-11

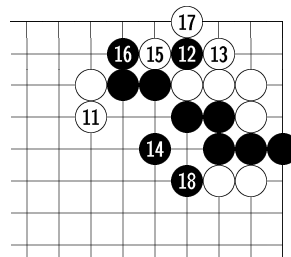


Var 6 von Zug 4 in Dia 2: 4-12



Var 5.2 von Zug 10 in Var 5: 10-21

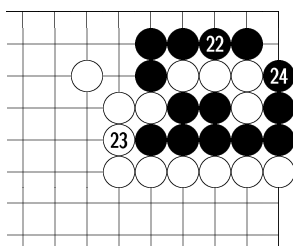
10: If Black tries to capture White, White sacrifices the corner stones in order to squeeze.



Var 6.1 von Zug 11 in Var 6: 11-18

14: Black defends after forcing. This is a well-timed combination.

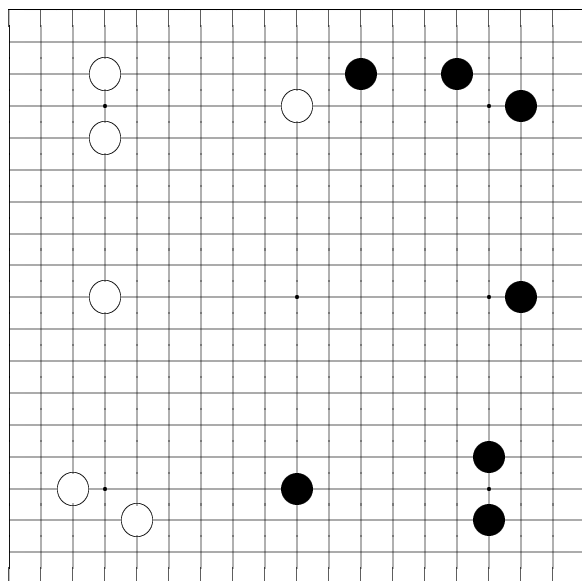
18: White has to capture to live, but the result is that he has helped Black to reinforce himself.



Var 5.2 (continued): 22-24

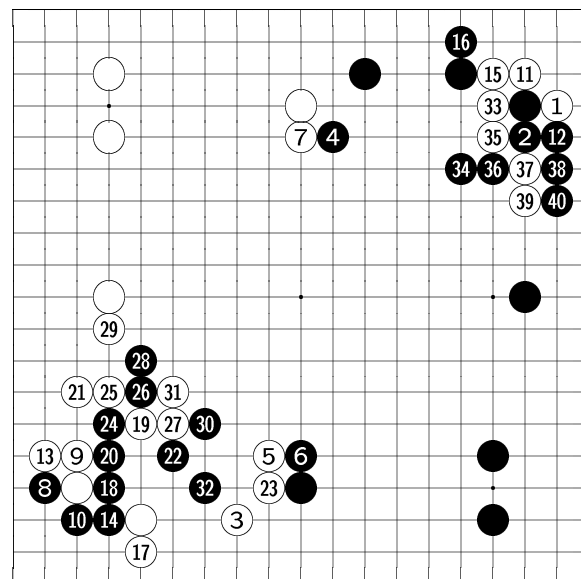
24: White builds a powerful wall in sente and gets a very favourable result.

Chapter 1, Reference



Dia 1

This position looks like mimic-go (mane-go), but the white stone on the left side and the black stone on the right side are on different points. White and Black play probes against the corner enclosures.



Dia 2: 1-40

12: Black's aim in the following sequence is to force White out into the centre and then to attack him.

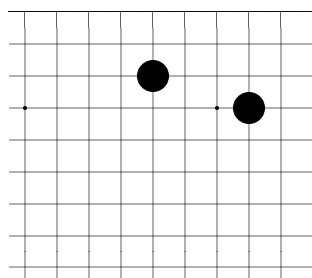
32: Black moves out into the centre with this cleverly timed sequences.

33: If White tries to do the same, he will find that he cannot cut.

37: Now White cannot cut here, as the continuation shows.

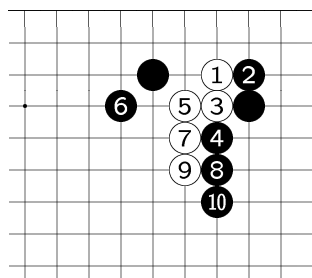
40: Black's stone on the side is found to be waiting in just the right place. Black's strategy has been successful.

Chapter 2, Pattern 1



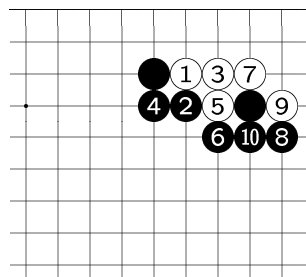
Dia 1

You can make a single-handed invasion of the large knight corner enclosure without being captured, but even if you live the result is unfavourable.



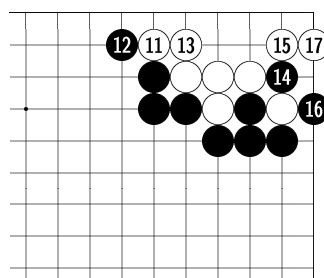
Dia 2: 1-10

- 1: This move, at the 'corner' of Black's shape, is one vital point for exploiting the thinness of the large knight enclosure. However, to state the conclusion first, invading without regard for the surrounding position will lead to an unfavourable result even if White lives. Black has two answers.
- 2: Black gets an adequate result by blocking here, which is the key point.
- 4: This is a severe hane.
- 8: Black makes territory naturally while attacking White.



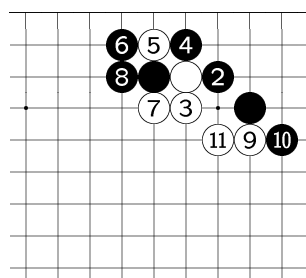
Var 1 von Zug 1 in Dia 2: 1-10

- 1: Attaching here is another way of attacking this enclosure. Black has two answers.
- 2: This is a standard move.
- 8: The diagonal connection is correct shape.



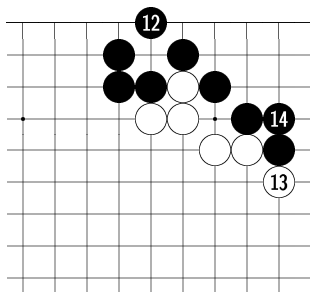
Var 1 (continued): 11-17

- 17: Black seals White in in sente and his thickness gives him the superior result.



Var 1.1 von Zug 2 in Var 1: 2-11

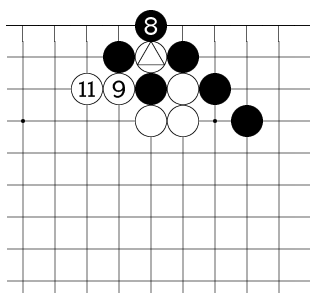
- 2: This answer is not to be recommended: it would only be appropriate in special circumstances.
- 9: This is a tesuji.



Var 1.1 (continued): 12-14

12: Black must capture.

13: Blocking here gets sabaki for White.

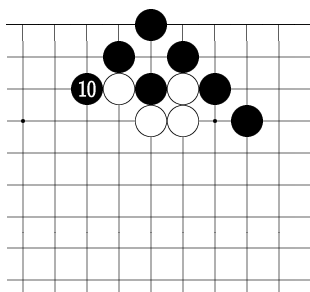


Var 1.1.1 von Zug 8 in Var 1.1: 8-11

+ 10 auf

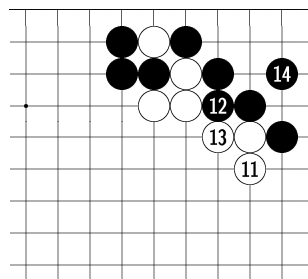
8: Black can also capture here.

11: After Black connects, White is satisfied to extend here.



Var 1.1.1.1 von Zug 10 in Var 1.1.1

10: This move starts a serious ko.

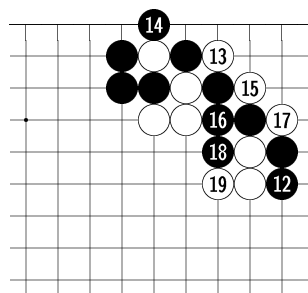


Var 1.1.2 von Zug 11 in Var 1.1: 11-14

11: White must not answer the hane here.

12: Although bad shape, this is a good move here.

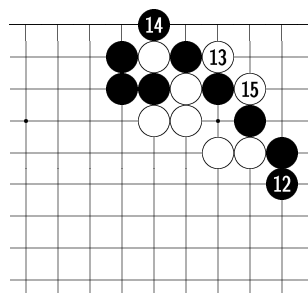
14: Black lives on a large scale in the corner, and all his stones are working at peak efficiency.



Var 1.1.2.1 von Zug 12 in Var 1.1.2: 12-19

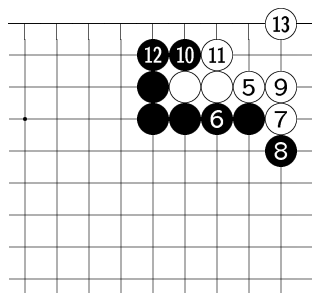
12: If Black wants to crawl here, he has to check out the ladder first.

13: If White can get a ladder with this and the following moves, the result is a disaster for Black.



Var 1.1.3 von Zug 12 in Var 1.1: 12-15

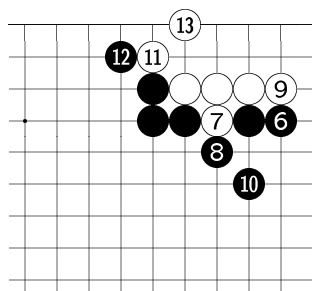
12: If Black plays here instead of capturing, White can capture.



Var 1.2 von Zug 5 in Var 1: 5-13

6: If White crawls, Black connects tightly. Black's outward thickness is like a wall of steel.

10: This sente combination is also big.

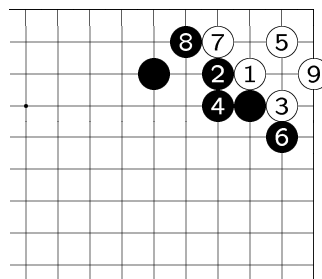


Var 1.2.1 von Zug 6 in Var 1.2: 6-13

6: All Black has to do to make White's invasion a failure is to seal him in with good aji, so there is no need for Black to be over-aggressive. Descending, for example, instead of connecting, creates bad aji.

10: Black cannot omit this defence.

13: After White lives, Black is left with two cutting points.



Var 2 von Zug 1 in Dia 2: 1-9

1: Invading at the 3-3 point also works.

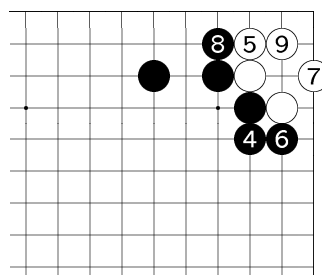
2: This is a solid, straightforward move.

3: The counter-hane is a tesuji.

4: In response, connecting solidly is best.

5: This is the tesuji for creating a living shape.

9: White succeeds in his aim, but Black builds up steady outward influence.

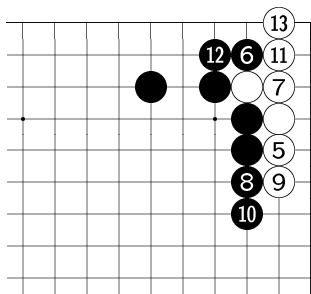


Var 2.1 von Zug 4 in Var 2: 4-9

4: Black extends here when he wants to lay stress on his right side position.

5: This gives the same shape as could be gotten when invading the small knight enclosure (see Pattern One).

9: White lives in the corner and Black builds a solid position.

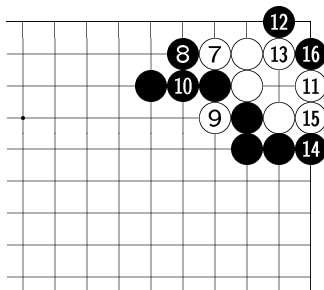


Var 2.1.1 von Zug 5 in Var 2.1: 5-13

5: White can also crawl.

6: Black has nothing to lose by giving atari once.

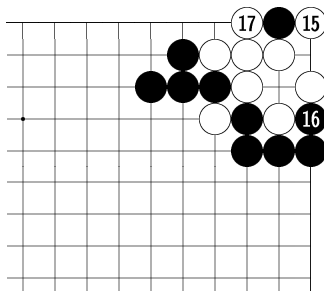
8: Black should then play ordinary moves, without making any unreasonable attempt to capture White. Making White crawl along the second line is good enough: Black builds up a solid position.



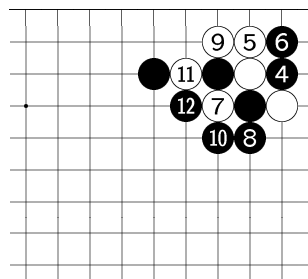
Var 2.1.2 von Zug 7 in Var 2.1: 7-16

7: This is a bad move which reduces White's own liberties.

14: Now a ko cannot be avoided.



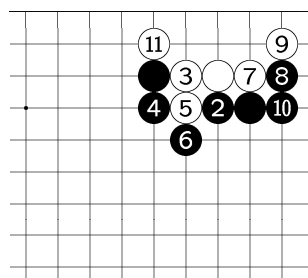
Var 2.1.2.1 von Zug 15 in Var 2.1.2: 15-17



Var 2.2 von Zug 4 in Var 2: 4-12

4: Cutting is severe, but it leads to complications.

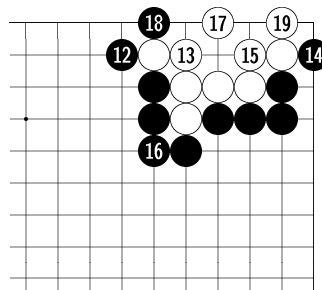
12: The continuation is difficult, but Black should be able to handle the fight.



Var 3 von Zug 2 in Dia 2: 2-11

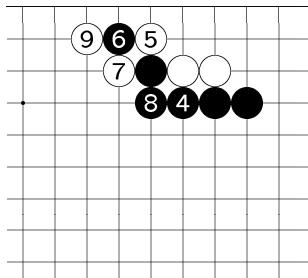
2: Blocking on top cannot possibly be bad for Black either.

4: A very strong answer.



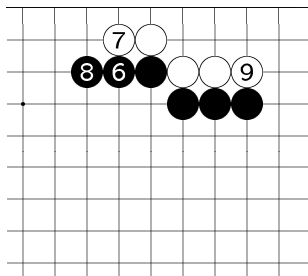
Var 3 (continued): 12-19

16: When White tries to live, Black makes this solid reinforcement, building imposing outward thickness.



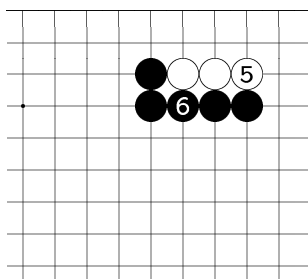
Var 3.1 von Zug 4 in Var 3: 4-9

4: Blocking here is a conventional move, but it is just a little slack. This makes it easier for White to settle his group.



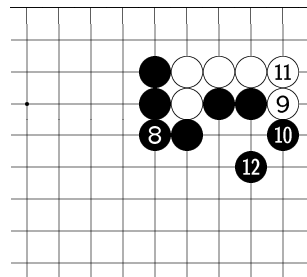
Var 3.1.1 von Zug 6 in Var 3.1: 6-9

6: If Black plays here, he gets an inferior result.



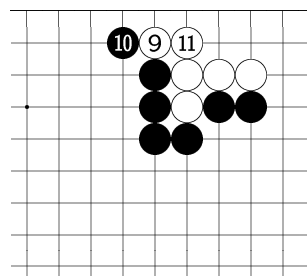
Var 3.2 von Zug 5 in Var 3: 5-6

5: Omitting to push is too easygoing.
6: Black gets flawless shape and a superior result by connecting here.

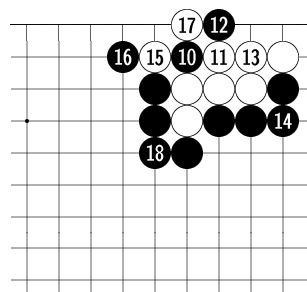


Var 3.3 von Zug 8 in Var 3: 8-12

8: Simply connecting is a peaceful variation. White has two continuations. Both give White profit and Black outward influence. Considered independently of the surrounding position, the local result is equal.

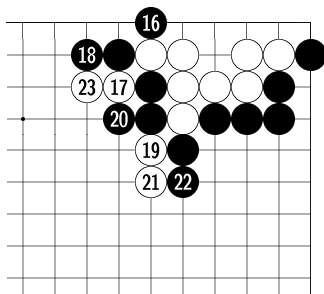


Var 3.3.1 von Zug 9 in Var 3.3: 9-11



Var 3.4 von Zug 10 in Var 3: 10-18

10: Forcing gives almost the same result as connecting, with the difference that Black ends in gote.



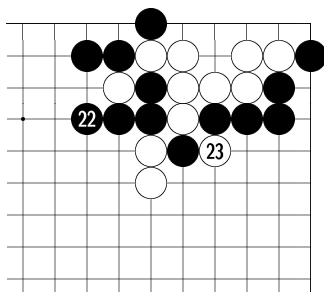
Var 3.5 von Zug 16 in Var 3: 16-23

16: Attempting to capture White is of course unreasonable.

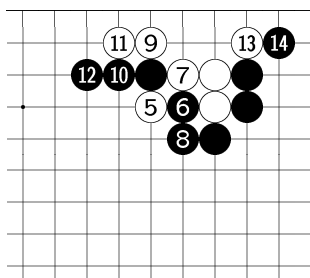
17: White makes a cut which is difficult to deal with.

19: White has a good continuation.

21: Black cannot cope with White's double threat.



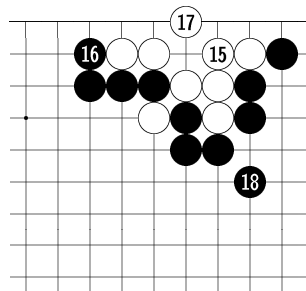
Var 3.5.1 von Zug 22 in Var 3.5: 22-23



Var 4 von Zug 5 in Dia 2: 5-14

6: If White jumps sideways, this is a severe answer.

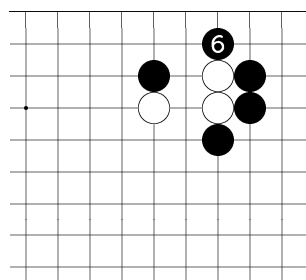
7: White has no choice but to give atari underneath, then to seek life on the edge.



Var 4 (continued): 15-18

16: This is sente.

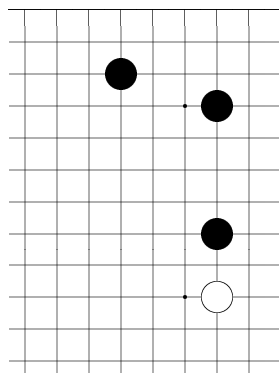
18: When Black reinforces he gets superb outward influence. White has lived, but his result is hardly satisfactory.



Var 4.1 von Zug 6 in Var 4

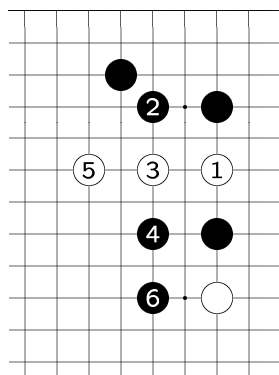
6: Making a hane here is also satisfactory for Black. It's hard for White to find a continuation.

Chapter 2, Pattern 2



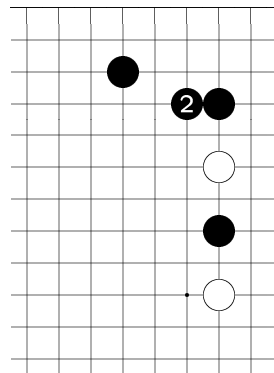
Dia 1

The formation here, with Black having made a three-space extension, is often seen. Where is the vital point for invading?



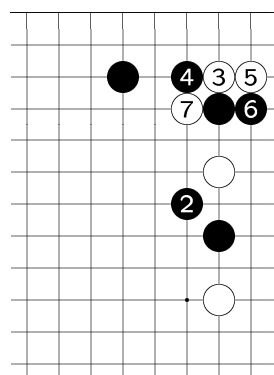
Dia 2: 1-6

- 1: Invading in the middle of Black's three-space extension is correct.
- 2: Defending here is a solid response.
- 6: This is a reasonable result for both. Next, a fight will start.



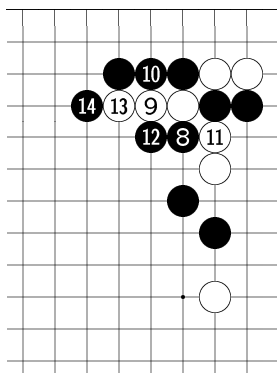
Var 1 von Zug 2 in Dia 2

- 2: Defending here is also a solid response.



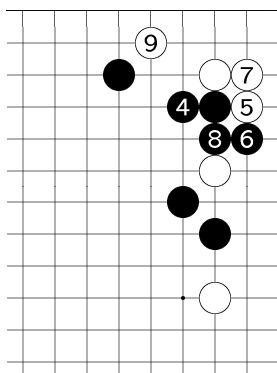
Var 2 von Zug 2 in Dia 2: 2-7

- 2: White cannot invade if he does not know how to make sabaki after this move.
- 3: Attaching here is the only move. Since Black's extension is narrow, switching to the corner is best.
- 4: Black usually blocks here.
- 5: White can only continue here if the ladder is favourable.
- 7: White can only cut here when he can continue by cutting in the continuation.



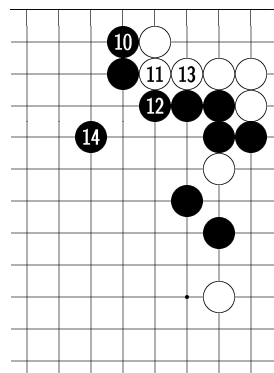
Var 2 (continued): 8-14

12: White's cut is unreasonable if Black can get a ladder like this.

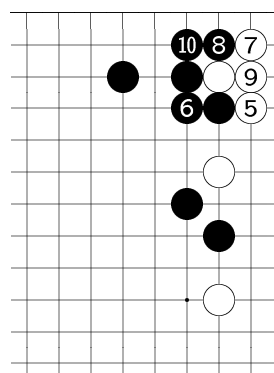


Var 2.1 von Zug 4 in Var 2: 4-9

4: Extending solidly is a bit of a loss for Black, as it gives up the corner to White.
 9: White discards his stone on the side and lives in the corner instead. This trade seems unsatisfactory for Black, as his position is too narrow.

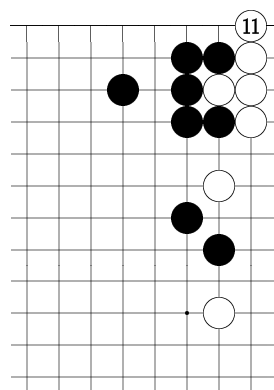


Var 2.1 (continued): 10-14



Var 2.2 von Zug 5 in Var 2: 5-10

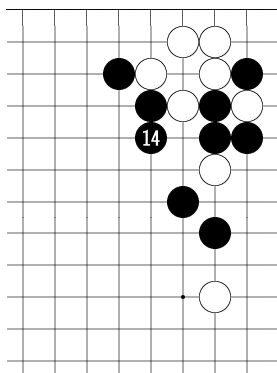
5: The hane is another variation.
 6: This is too mild: it makes it too easy for White.
 7: This is the standard move here.



Var 2.2 (continued)

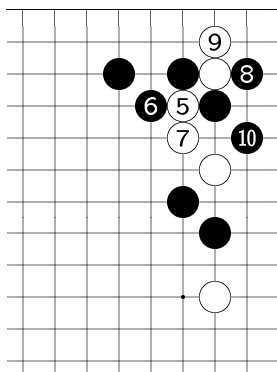
The diagram shows a 10x10 Go board with a sequence of 19 moves. Black stones are numbered 1 through 18, and White stones are numbered 2 through 19. The sequence starts with Black 1 at (4,4) and ends with White 19 at (4,4). The board is oriented with the top-left corner at (1,1) and the bottom-right corner at (10,10).

14: This move shows fighting spirit, but a ko follows if White cuts.



Var 2.2.1.1.1 von Zug 14 in Var 2.2.1.1

14: This move is slack.

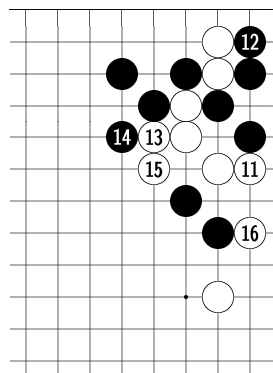


Var 2.3 von Zug 5 in Var 2: 5-10

5: The crosscut can lead to some very complicated variations.

6: This atari strengthens White.

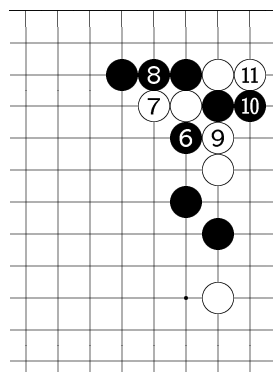
10: Black seems to put White on the spot, but White can move out.



Var 2.3 (continued): 11-16

15: This weakens the black stones on the side.

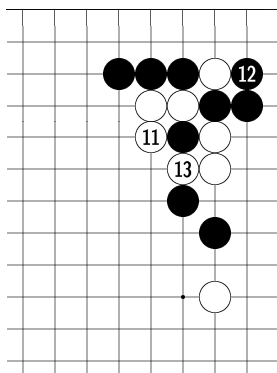
16: White can also link up here, so all in all this result is not very good for Black.



Var 2.3.1 von Zug 6 in Var 2.3: 6-11

8: These black moves bring up the problem of the ladder.

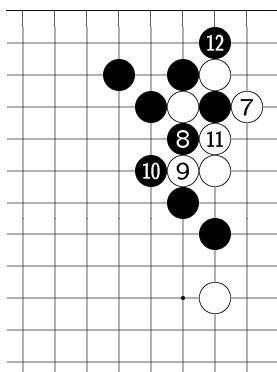
11: If the ladder is favourable for White, he can take profit by blocking in the corner.



Var 2.3.1.1 von Zug 11 in Var 2.3.1: 11-13

11: If the ladder is unfavourable for White, he captures a stone.

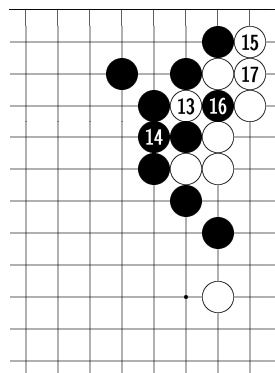
13: A fight follows.



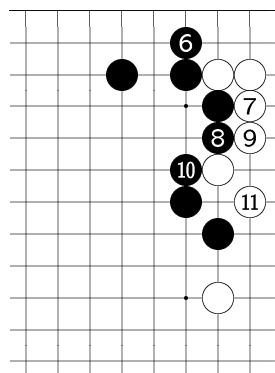
Var 2.3.2 von Zug 7 in Var 2.3: 7-12

7: When Black ataris, living with this sequence would also be good enough for White.

12: If Black ataris, White settles his group nicely with the following sequence.

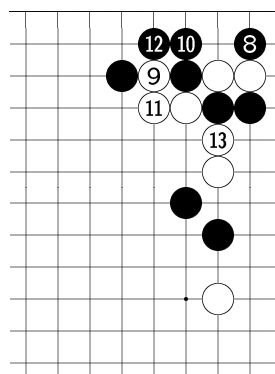


Var 2.3.2 (continued): 13-17



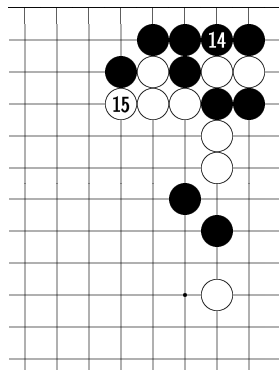
Var 2.4 von Zug 6 in Var 2: 6-11

6: If Black descends, the following common-place sequence is good enough for White. He cannot be captured.



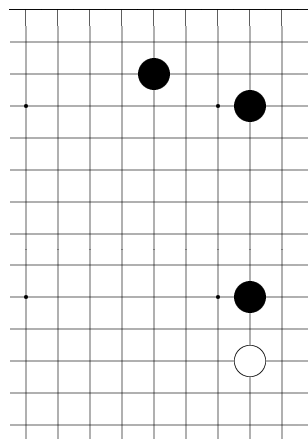
Var 2.5 von Zug 8 in Var 2: 8-13

8: Black attaches at the belly if the ladder is unfavourable. White sacrifices two stones and squeezes.



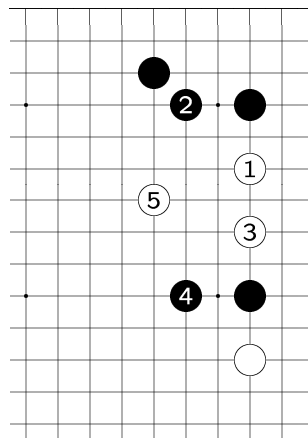
Var 2.5 (continued): 14-15

Chapter 2, Pattern 3



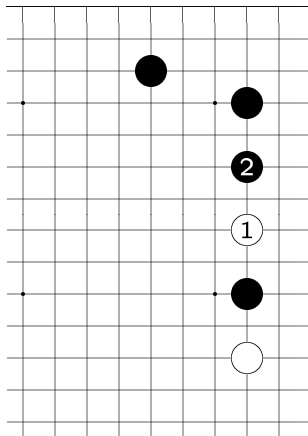
Dia 1

Black has made a wide extension from his large corner enclosure. White wants to make full use of his stone next to Black's formation.



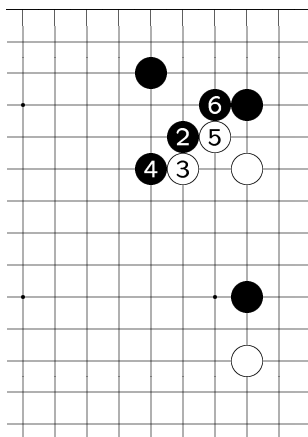
Dia 2: 1-5

- 1: Invading close up to the corner enclosure is the vital point in this position.
- 2: This is a moderate response: Black is content to secure the corner.
- 3: This is the next key point.
- 4: Next Black jumps, starting a fight in the centre.
- 5: This is a standard move.



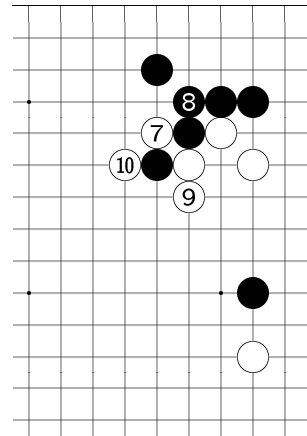
Var 1 von Zug 1 in Dia 2: 1-2

- 1: Invading here looks plausible, but it lacks forcefulness.
 2: Permitting Black to play here is unsatisfactory.



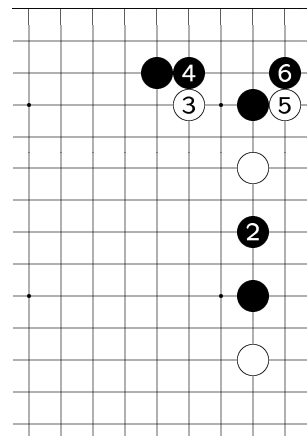
Var 2 von Zug 2 in Dia 2: 2-6

- 3: In this situation, attaching is the tesuji.
 4: If Black plays here, White can get sabaki with the following sequence.



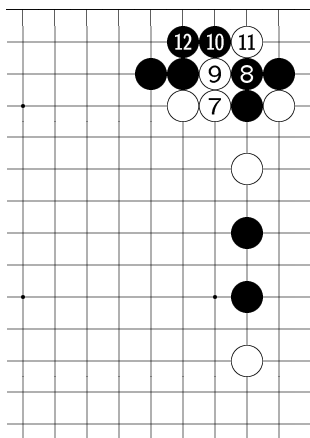
Var 2 (continued): 7-10

- 9: The black stone on the side has been weakened.
 10: White also threatens to play here.



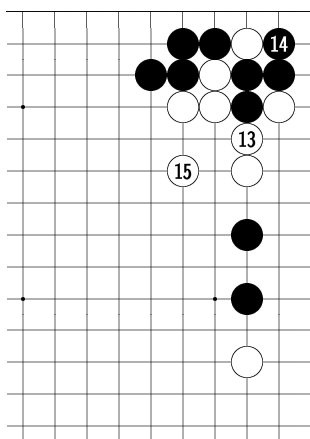
Var 3 von Zug 2 in Dia 2: 2-6

- 2: The aim of this move is to stop White from making a base on the side, but White will be able to get sabaki by exploiting the thinness of the large knight enclosure. However, when White invades he has to have ready countermeasures against this black response.
 3: The shoulder hit is the vital point. The continuation is a basic tesuji.



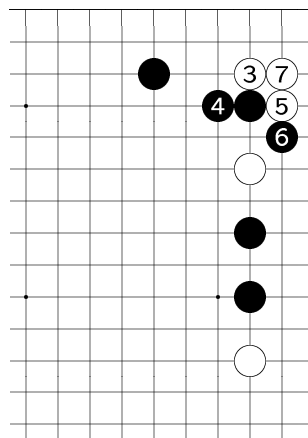
Var 3 (continued): 7-12

11: White throws in a cut.



Var 3 (continued): 13-15

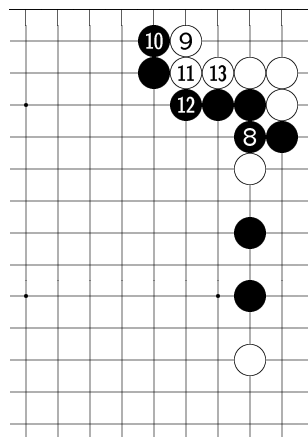
13: White forces, then fixes up his shape.



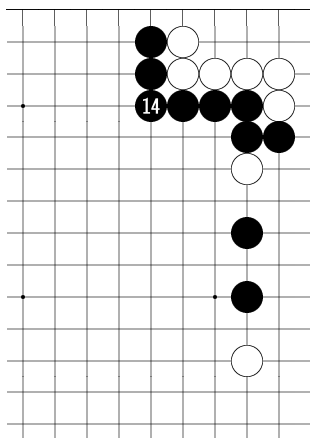
Var 3.1 von Zug 3 in Var 3: 3-7

3: White can also invade the corner directly.
4: Black agrees to let White live in the corner.

5: This is the standard continuation.

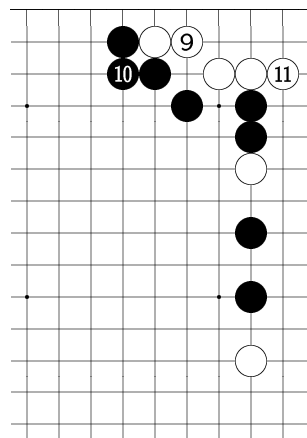


Var 3.1 (continued): 8-13



Var 3.1 (continued)

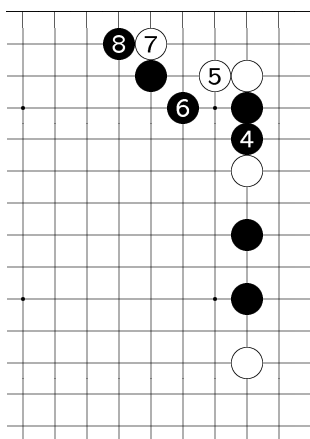
14: The result is even, with Black getting influence and White taking territory.



Var 3.1.1 (continued): 9-11

10: Black gets central thickness.

11: White's invasion is a success when he lives with this move, which cannot be omitted.

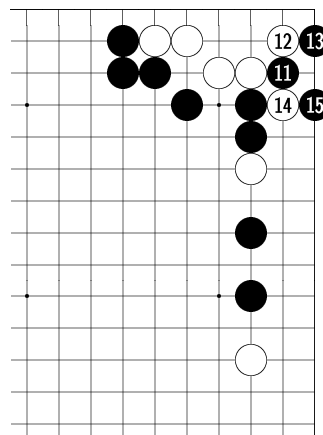


Var 3.1.1 von Zug 4 in Var 3.1: 4-8

4: Black's solid block (tsukiatari) is also possible.

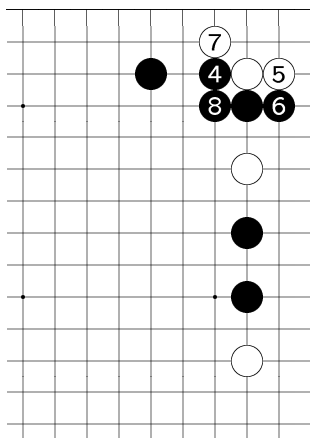
6: White can live, but he has to know the counter to this move.

7: White plays the following combination.



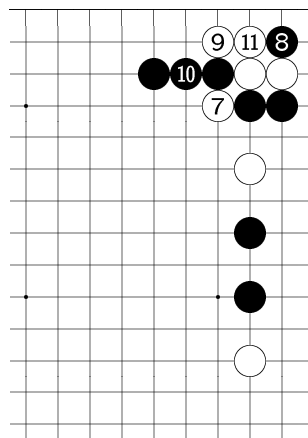
Var 3.1.1.1 von Zug 11 in Var 3.1.1: 11-15

11: If White does not play here, Black starts a ko.



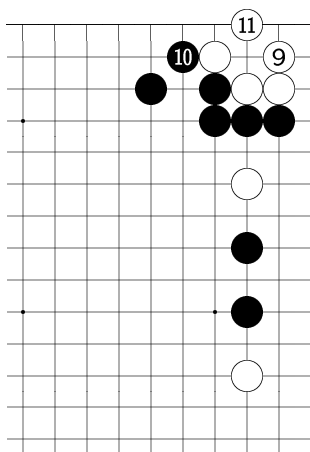
Var 3.1.2 von Zug 4 in Var 3.1: 4-8

4: The hane is a strong move when the ladder is favourable for Black.



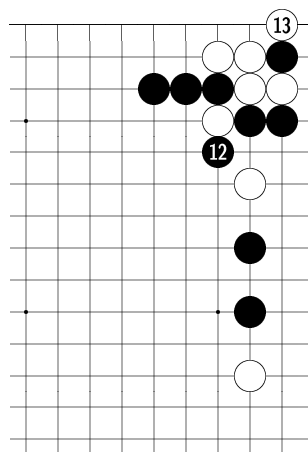
Var 3.1.2.1 von Zug 7 in Var 3.1.2: 7-11

8: When the ladder is unfavourable for Black, attaching is the tesuji.



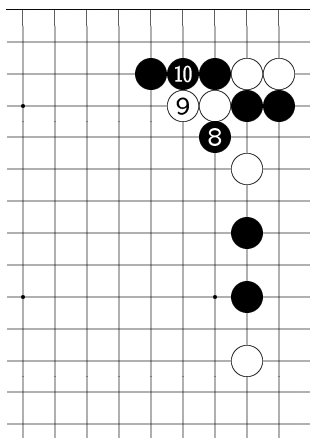
Var 3.1.2 (continued): 9-11

11: White lives, but this result is not good for him. Black's last move is just right, giving Black considerable thickness.



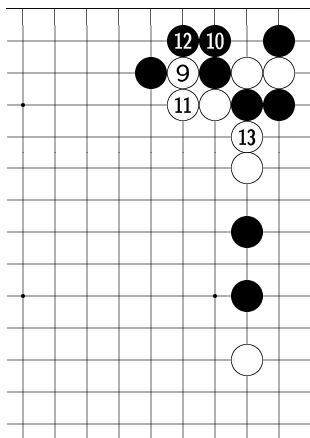
Var 3.1.2.1 (continued): 12-13

13: White lives in the corner, but Black still gets thickness.



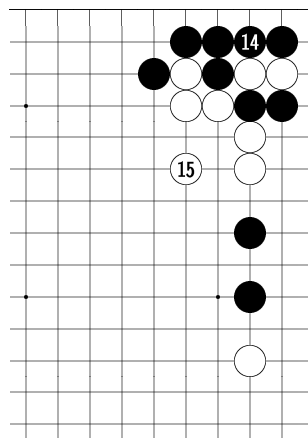
Var 3.1.2.1.1 von Zug 8 in Var 3.1.2.1: 8-10

8: When the ladder is favourable for Black, he plays the following sequence.



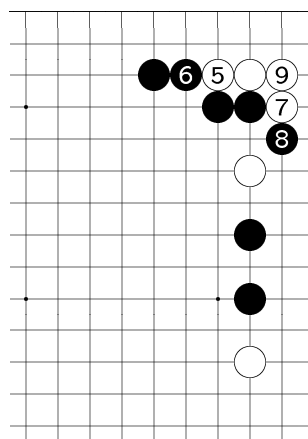
Var 3.1.2.1.2 von Zug 9 in Var 3.1.2.1: 9-13

9: White can get an adequate result by giving atari.



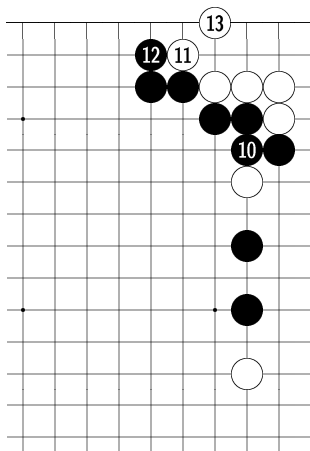
Var 3.1.2.1.2 (continued): 14-15

15: White makes good shape on the outside.

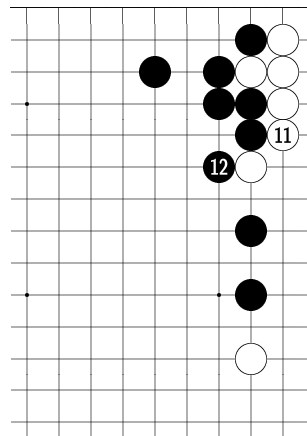


Var 3.1.3 von Zug 5 in Var 3.1: 5-9

5: Crawling here is bad. White ends in gote.

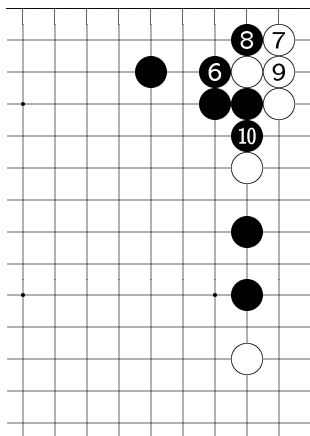


Var 3.1.3 (continued): 10-13



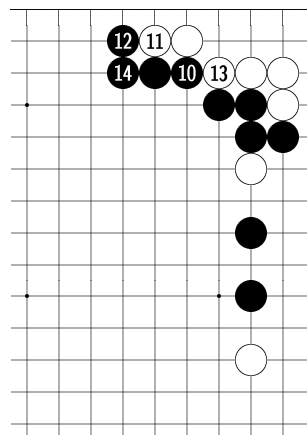
Var 3.1.4 (continued): 11-12

12: Black's thickness now faces a slightly different direction than it would have if Black had blocked underneath White's hane.



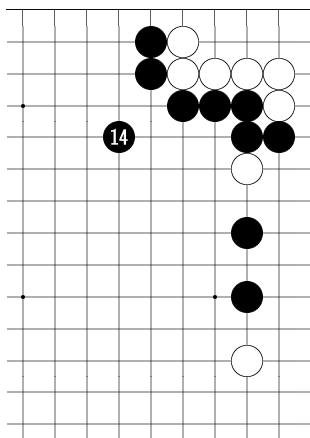
Var 3.1.4 von Zug 6 in Var 3.1: 6-10

6: Blocking on the other side is possible in special circumstances.

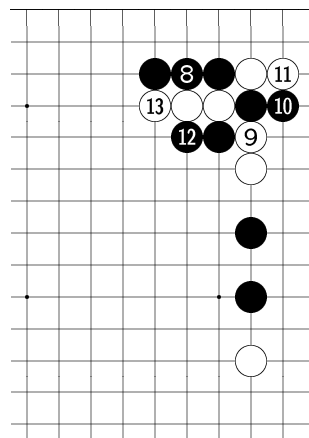


Var 3.1.5 von Zug 10 in Var 3.1: 10-14

10: If Black blocks here, White is satisfied with the continuation.

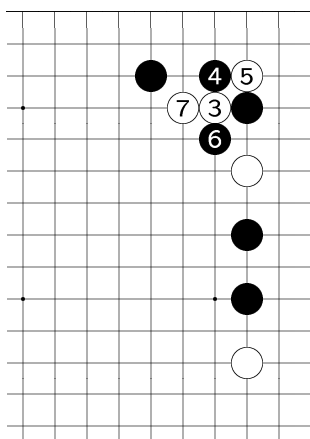


Var 3.1.6 von Zug 14 in Var 3.1



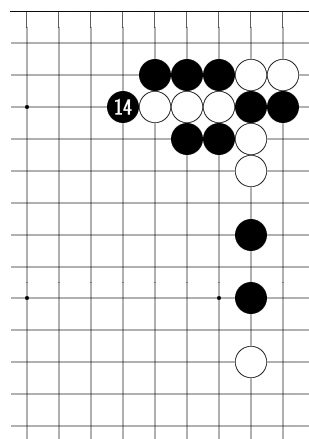
Var 3.2 (continued): 8-13

14: Black can also protect the cutting point here.

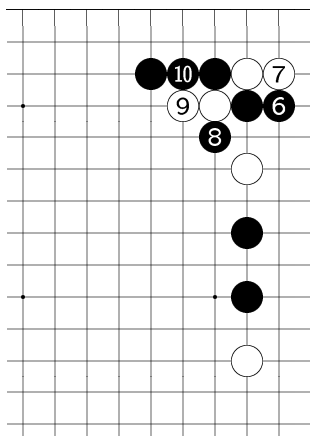


Var 3.2 von Zug 3 in Var 3: 3-7

3: If White starts here, then crosscuts, we get the same pattern as if the crosscut we get the same pattern as attaching on the corner side of this black stone first, with the question of the ladder determining the play.
6: Black cannot play here unless the ladder that follows this sequence is favourable for him.

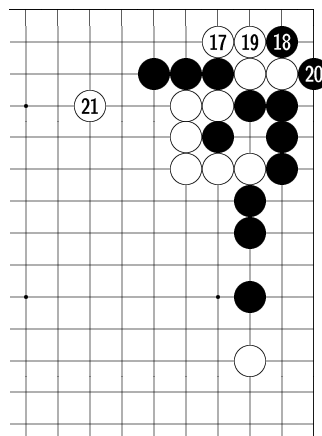


Var 3.2 (continued)



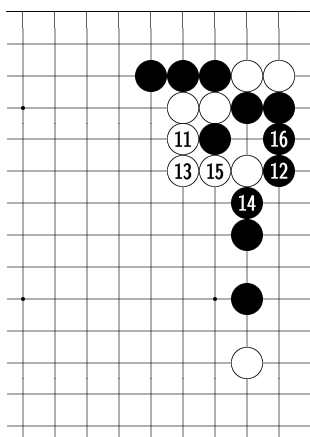
Var 3.2.1 von Zug 6 in Var 3.2: 6-10

6: This sequence is another way of playing when the ladder is favourable for Black.



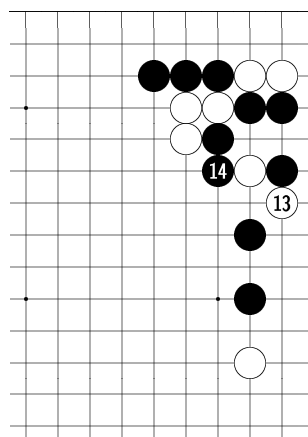
Var 3.2.1 (continued): 17-21

17: White forces, creating aji in the corner.
21: White jumps to around this point.



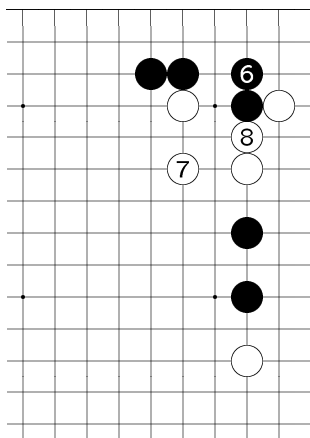
Var 3.2.1 (continued): 11-16

11: However, Black must watch out for White's counter here.
12: This is the tesuji.
13: This is correct shape. Black's next two moves are forced.



Var 3.2.1.1 von Zug 13 in Var 3.2.1: 13-14

13: Blocking here immediately is bad.
14: White is annihilated after this black move.

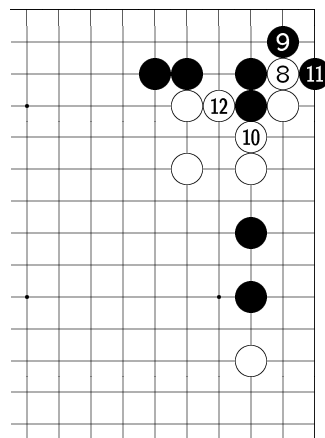


Var 3.3 von Zug 6 in Var 3: 6-8

6: This move tries to deny White assistance in getting sabaki.

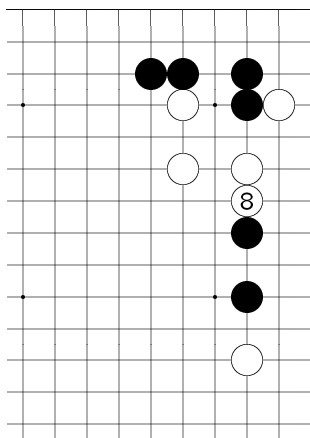
7: White reinforces the vital point.

8: Reinforcing the vital point makes miai of this move...



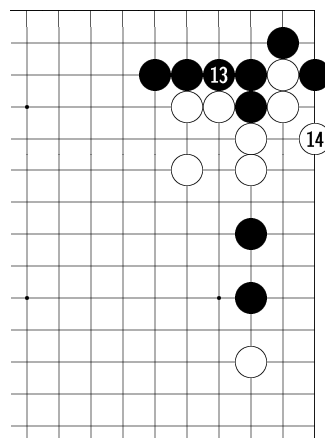
Var 3.3.2 von Zug 8 in Var 3.3: 8-12

8: If Black does nothing, White will wait for the right opportunity to crawl here. He can live with the following sequence.

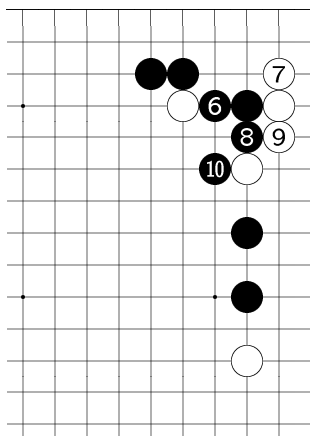


Var 3.3.1 von Zug 8 in Var 3.3

8: ... and of this move.



Var 3.3.2 (continued): 13-14

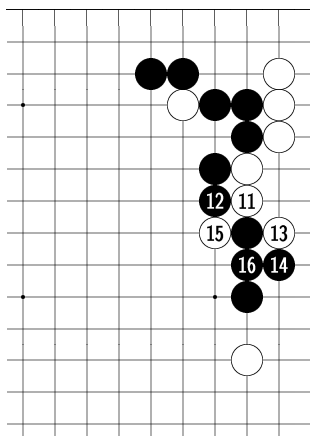


Var 3.4 von Zug 6 in Var 3: 6-10

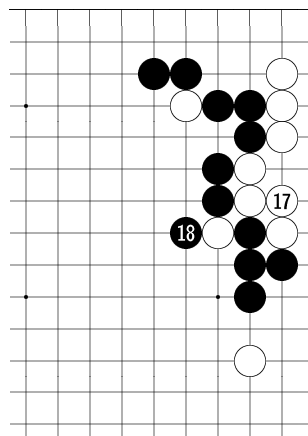
6: This block is solid.

7: White can play here, but Black's aim is to build thickness on the outside.

8: Black forces, then builds enormous thickness.

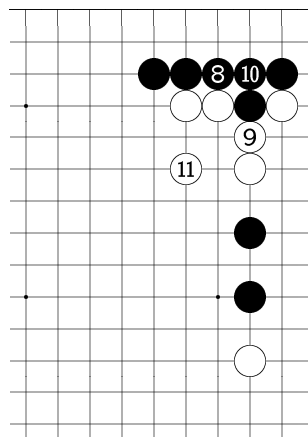


Var 3.4 (continued): 11-16



Var 3.4 (continued): 17-18

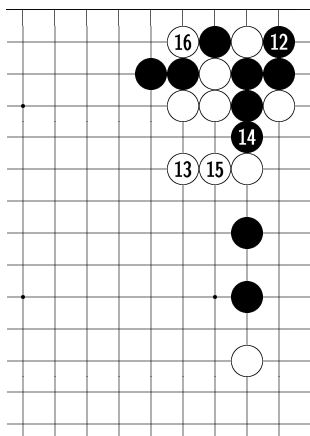
18: However, White is satisfied with gouging out the corner territory.



Var 3.5 von Zug 8 in Var 3: 8-11

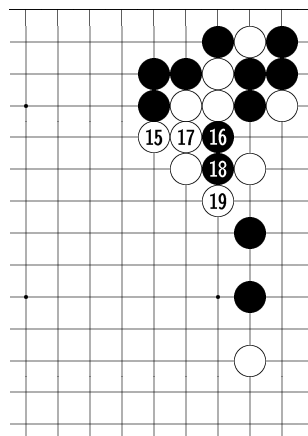
8: If Black answers here, White gets a useful atari.

11: Black is not happy.



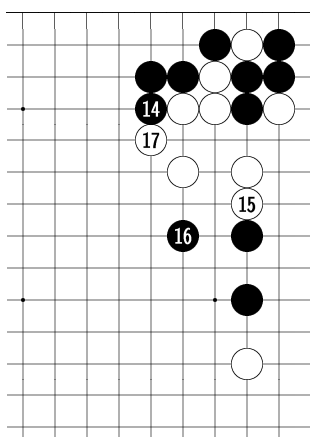
Var 3.6 von Zug 12 in Var 3: 12-16

- 12: If Black plays here instead of connecting to the left, White will jump.
 14: This permits Black to play here...
 15: ... but White makes a good connection.
 16: White looks forward to using the aji of this cut.



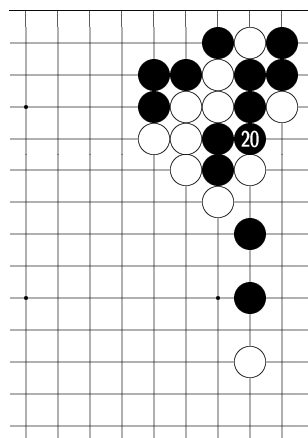
Var 3.6.1.1 von Zug 15 in Var 3.6.1: 15-19

- 15: If White omits the forcing move and plays here immediately, Black makes a crude but effective cut.



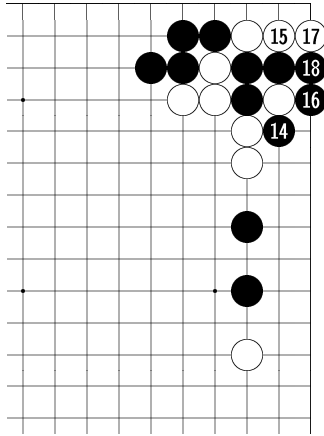
Var 3.6.1 von Zug 14 in Var 3.6: 14-17

- 14: Black could also turn here (magari).
 17: After the essential exchange, White hanes.



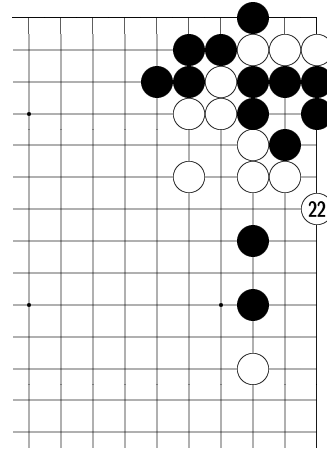
Var 3.6.1.1 (continued)

- 20: White has two cutting points in his shape, so he suffers a terrible loss.



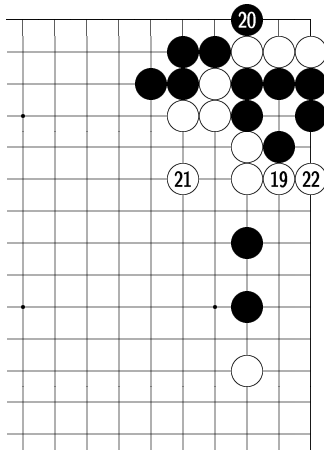
Var 3.7 von Zug 14 in Var 3: 14-18

14: If Black captures, White makes a sacrifice, then fixes up his shape.



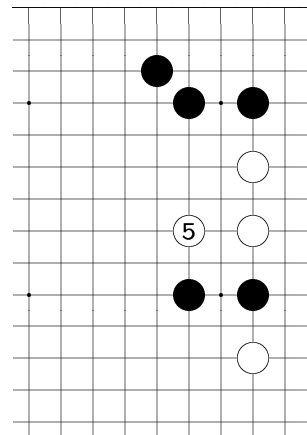
Var 3.7.1 von Zug 22 in Var 3.7

22: Playing here will now also be sente.



Var 3.7 (continued): 19-22

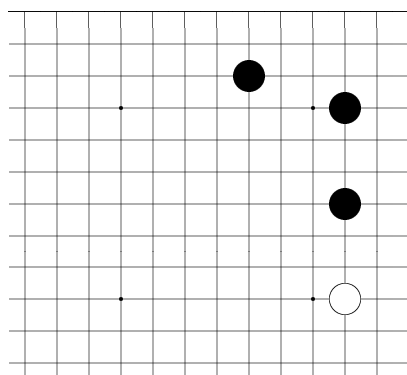
22: Playing here will now be sente.



Var 4 von Zug 5 in Dia 2

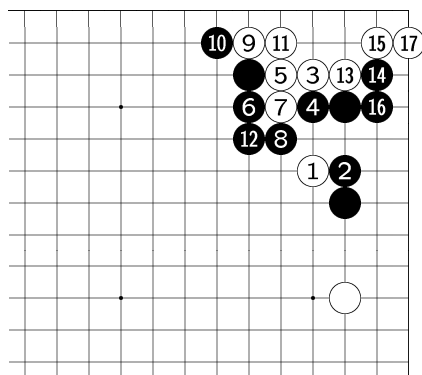
5: This is also a standard move.

Chapter 2, Pattern 4



Dia 1

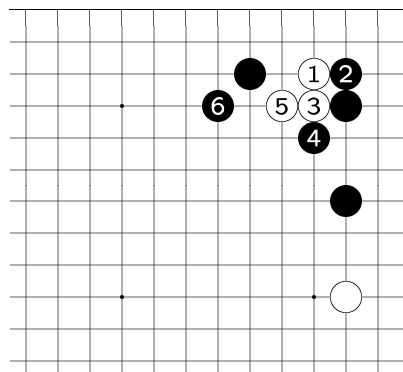
Black has made good shape with a two-space extension from his enclosure. White has a stone two spaces away. Where is the vital point?



Dia 2: 1-17

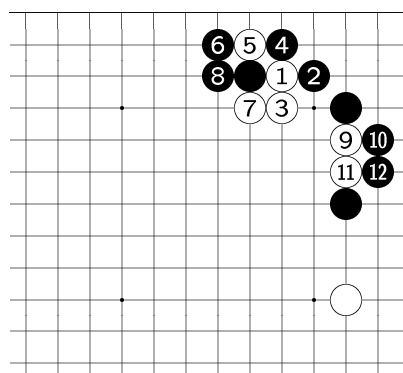
- 1: In this case the shoulder hit, which is a probe to see how Black reacts, has traditionally been considered a good move. Depending on what Black does, White may be able to use the support of his shoulder hit to pull something off in the corner.
- 2: The commonsense answer.
- 3: White's invasion is related to the shoulder hit.

5: White lives in the corner with the following sequence. Black of course gets corresponding outward thickness.



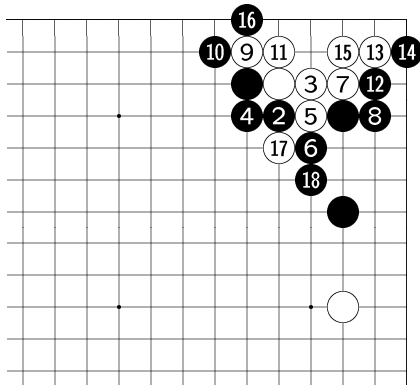
Var 1 von Zug 1 in Dia 2: 1-6

- 1: Making a single-handed invasion in the corner is not recommended in this situation.
- 4: Black blocks, then raps White painfully on the head.
- 5: White is forced to make bad shape.
- 6: Black gets into gear.



Var 2 von Zug 1 in Dia 2: 1-12

- 2: After the single-handed invasion, this response is good enough.
- 12: Black docilely answers every move White makes, but White cannot be proud of the result.

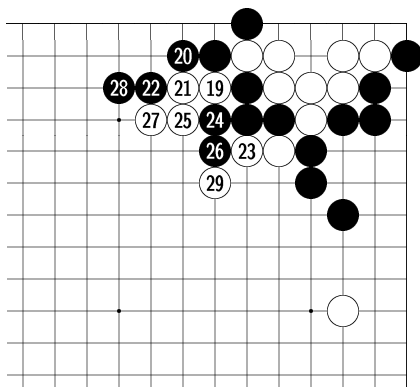


Var 2.1 von Zug 2 in Var 2: 2-18

2: Attaching is dangerous for White when the ladder is favourable for Black. In that case, Black can resist strongly.

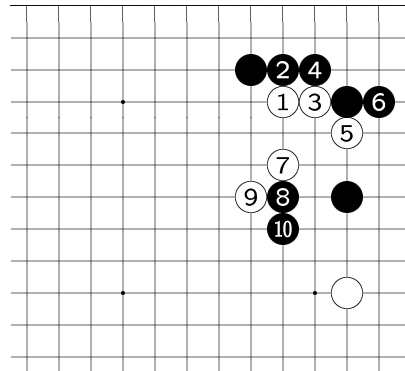
15: The continuation to this point is forced.
16: Black stops White from getting two eyes.

17: If White cuts, the continuation is a one-way street.



Var 2.1 (continued): 19-29

29: If White cannot get a ladder here now, he collapses.

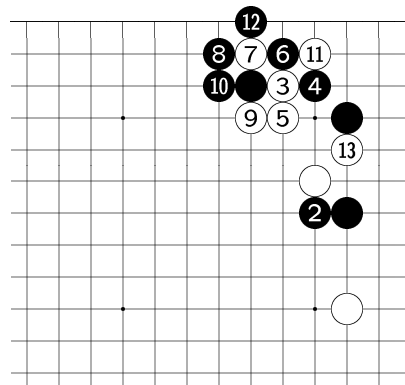


Var 3 von Zug 1 in Dia 2: 1-10

1: The shoulder hit here is not recommended either.

7: This is correct shape.

8: However, instead of connecting underneath, Black launches a vigorous attack.

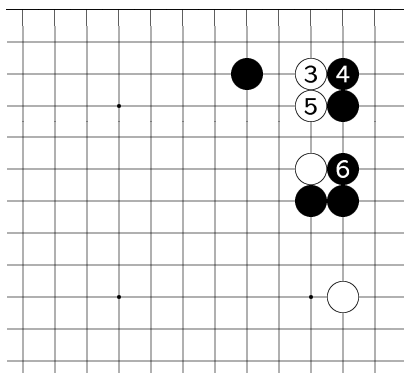


Var 4 von Zug 2 in Dia 2: 2-13

3: If Black answers the shoulder hit by pushing up, this is the correct move for invading the corner.

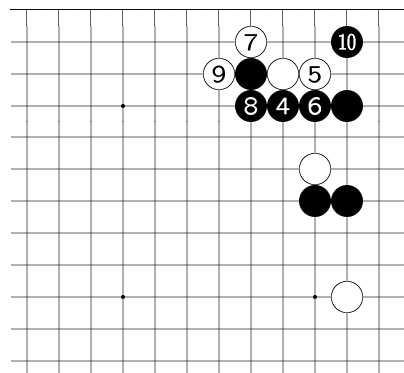
7: Cutting here works well.

13: After White forces, this move is just right. White easily settles his group.



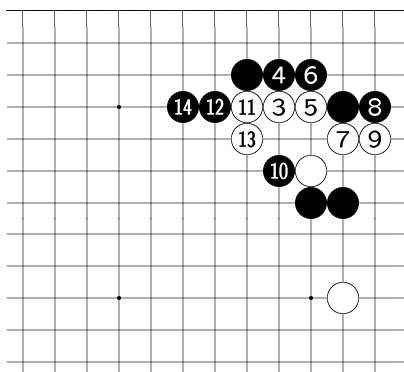
Var 4.1 von Zug 3 in Var 4: 3-6

3: This invasion is not the best move.
 6: Black answers simply and White gets a heavy shape.



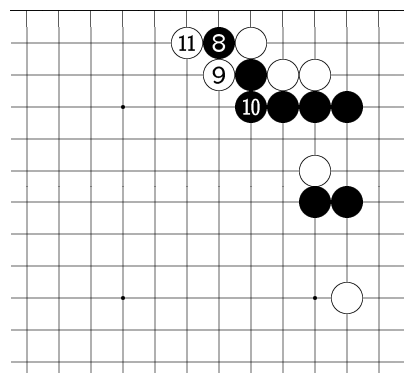
Var 4.3 von Zug 4 in Var 4: 4-10

8: This is a good move. With it, Black can secure the corner profit if he wants to.



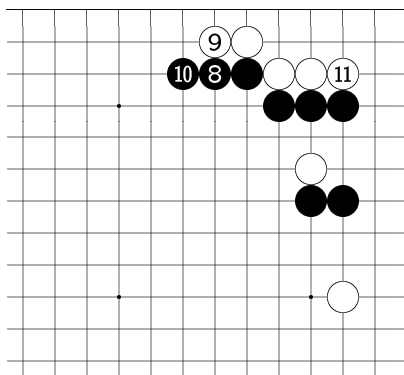
Var 4.2 von Zug 3 in Var 4: 3-14

3: This continuation is too crude.
 10: This is the vital point.
 14: Black strengthens his corner territory, while White gets a heavy shape.



Var 4.3.1 von Zug 8 in Var 4.3: 8-11

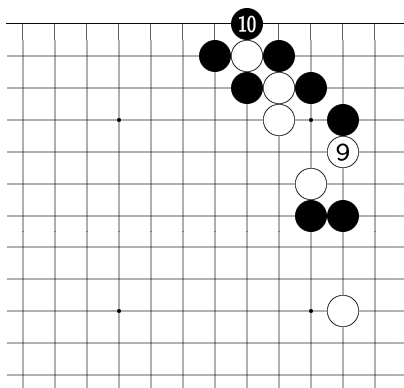
8: This is bad style.
 11: Black's thickness is overconcentrated and his position is too narrow. This is a bad result for Black.



Var 4.3.2 von Zug 8 in Var 4.3: 8-11

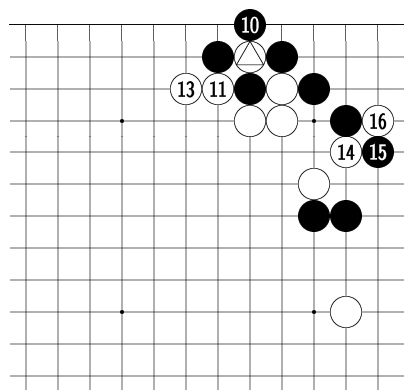
8: This move is slack.

11: White gets a good result, and Black is dissatisfied.



Var 4.4 von Zug 9 in Var 4: 9-10

10: If Black attaches immediately without forcing, White gets an unfavourable result when Black captures.



Var 4.5 von Zug 10 in Var 4: 10-16

+ 12 auf

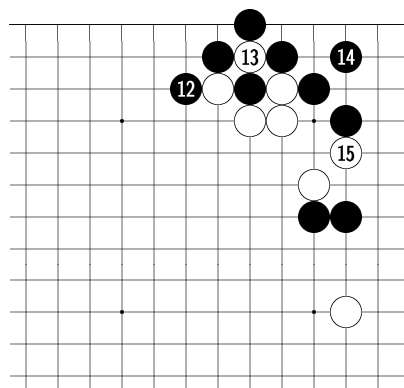
10: Black can also capture immediately.

11: This is the only move.

13: White dominates the centre and has an efficient shape.

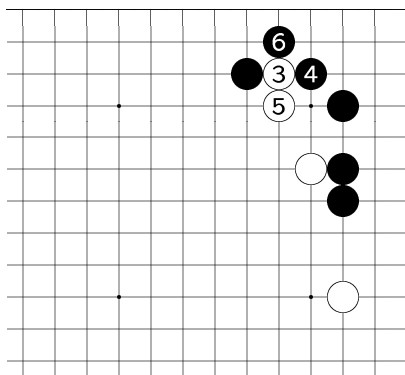
14: White aims at attaching here.

16: White gets sabaki by making this cross-cut.



Var 4.5.1 von Zug 12 in Var 4.5: 12-15

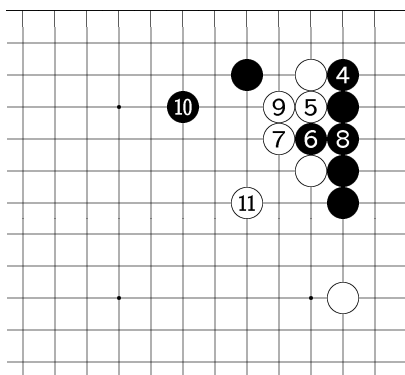
14: Black gets good aji in the corner and nullifies the threat of White's attachment.



Var 5 von Zug 3 in Dia 2: 3-6

3: This is the wrong point for invading the corner.

4: This is a good, calm response.



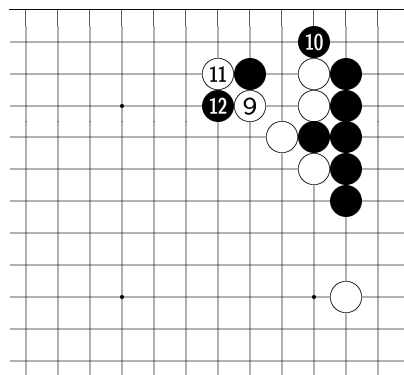
Var 6 von Zug 4 in Dia 2: 4-11

4: Black can also answer the invasion by blocking on the 3-3 point.

5: This move proves the value of the original shoulder hit.

10: Attacking here after White connects feels right.

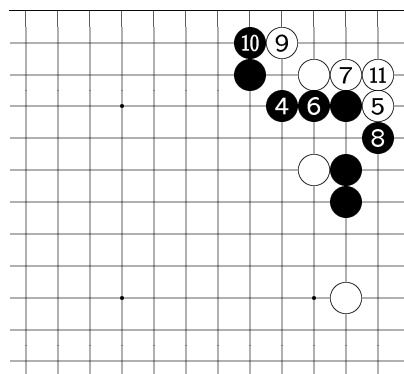
11: White moves lightly towards the centre.



Var 6.1 von Zug 9 in Var 6: 9-12

9: If White plays the diagonal connection instead of the solid connection, Black's hane immediately makes his group heavy.

12: White gets into trouble after Black cuts.

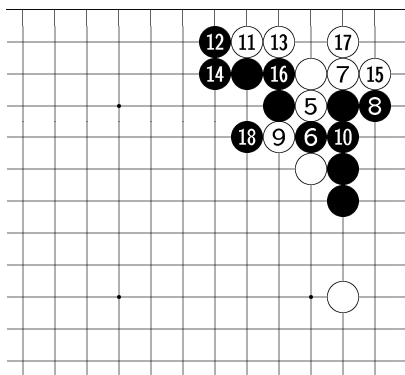


Var 7 von Zug 4 in Dia 2: 4-11

4: This response gives Black bad aji.

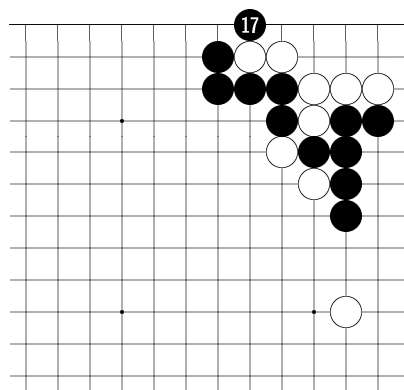
5: This is the tesuji for this combination.

6: After this move, White lives, though in gote.



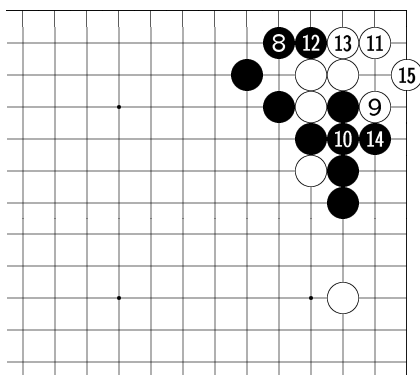
Var 7.1 von Zug 5 in Var 7: 5-18

5: Pushing through is also possible.
 18: In this result, Black is left with some bad aji.



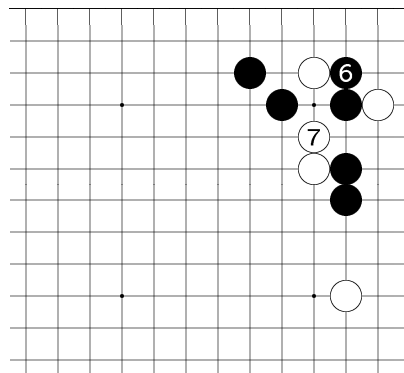
Var 7.1.2 von Zug 17 in Var 7.1

17: If White does not secure life, Black will kill him with this hane.



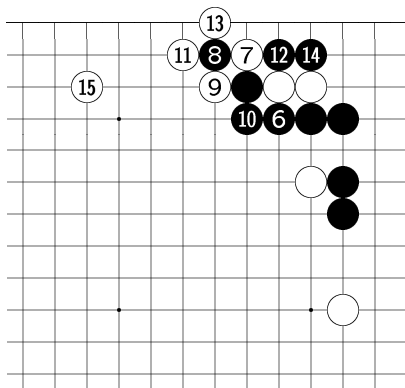
Var 7.1.1 von Zug 8 in Var 7.1: 8-15

8: Black attempts to capture White.
 11: This is the key move for securing life.



Var 7.2 von Zug 6 in Var 7: 6-7

6: Pushing through is unreasonable.
 7: White threatens to connect or to push through. Black is hard put to find an answer: White's invasion is a success.

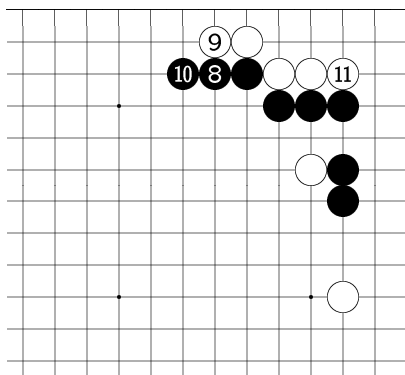


Var 8 von Zug 6 in Dia 2: 6-15

6: Blocking here is a little slack.

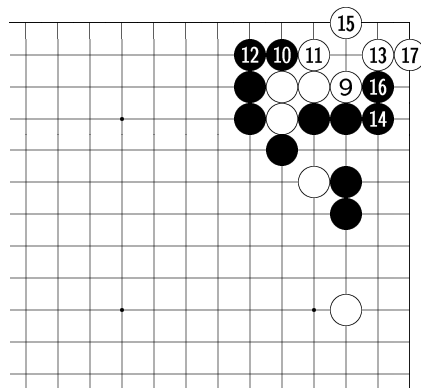
8: If Black continues with a two-step hane, White gives up his corner stones and captures, then extends.

15: Black's play has been submissive and the result is less than satisfactory.



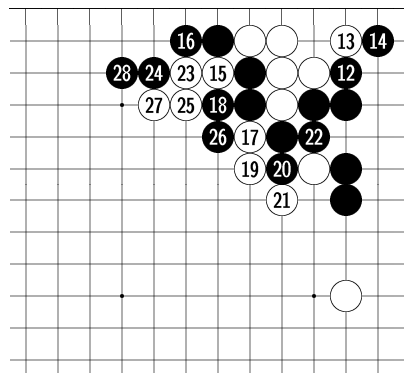
Var 8.1 von Zug 8 in Var 8: 8-11

11: White lives on a large scale. This result is also a little unsatisfactory for Black.



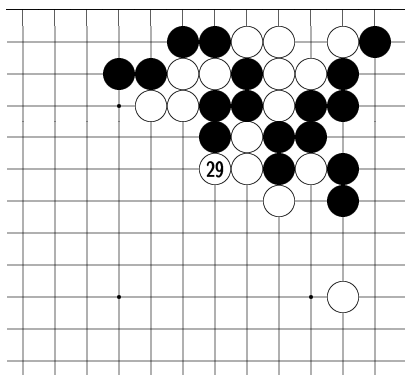
Var 9 von Zug 9 in Dia 2: 9-17

9: White can also play here. He lives, but Black gets useful thickness.



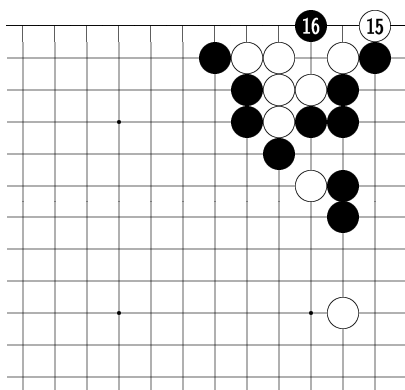
Var 10 von Zug 12 in Dia 2: 12-28

12: If the ladder favours him, Black may block here instead of connecting in an attempt to capture White.



Var 10 (continued)

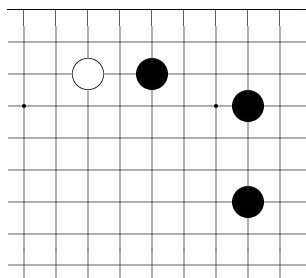
29: The question arises whether White can get a ladder with this move.



Var 10.1 von Zug 15 in Var 10: 15-16

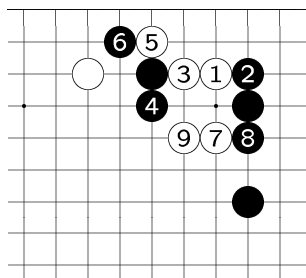
15: If White plays here, Black kills him unconditionally with a placement.

Chapter 2, Pattern 5



Dia 1

Black's formation is the same as in Pattern Four, but this time White has played at the top.

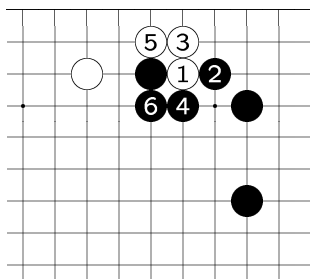


Dia 2: 1-9

1: When White's ally is lying in wait next to the corner enclosure rather than next to Black's extension, White invades the corner directly. This is the difference from Pattern Four.

2: Guarding the corner is an appropriate response.

9: The continuation up to here is a standard pattern. Black drives White out in order to attack him.

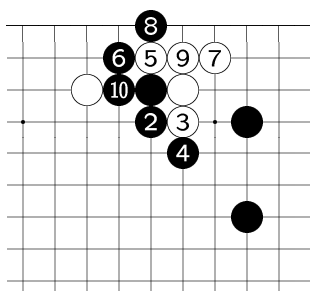


Var 1 von Zug 1 in Dia 2: 1-6

1: The presence of the white stone makes this invasion possible, but attaching here is lacking in forcefulness, as the continuations show.

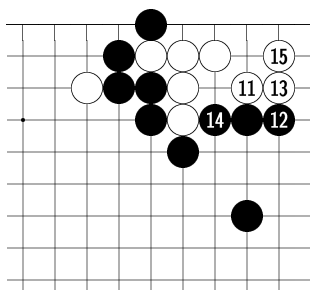
2: This is a calm response.

6: White is allowed to connect underneath, but he is not completely satisfied with this result.



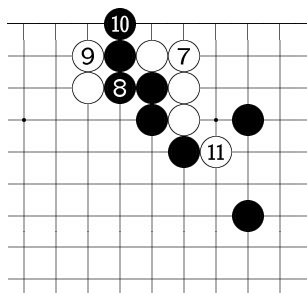
Var 1.1 von Zug 2 in Var 1: 2-10

2: Black should think twice before answering here.

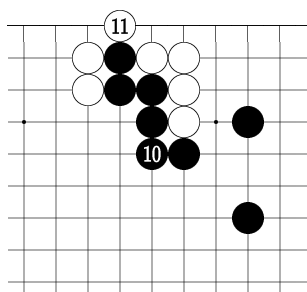


Var 1.1 (continued): 11-15

15: White lives easily. This is a disappointing result for Black.

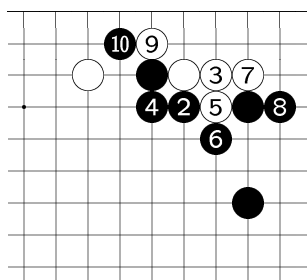


Var 1.1.1 von Zug 7 in Var 1.1: 7-11



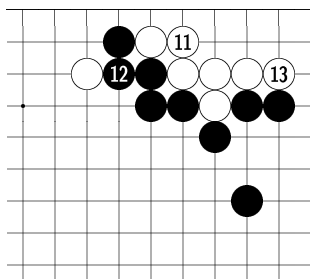
Var 1.1.1.1 von Zug 10 in Var 1.1.1: 10-11

11: White gets a good result.



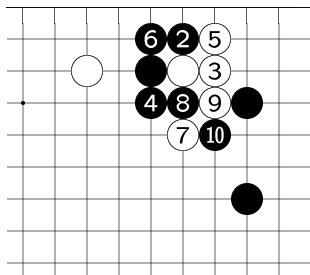
Var 1.2 von Zug 2 in Var 1: 2-10

2: Blocking on top is not very severe when White has the ally to the left.



Var 1.2 (continued): 11-13

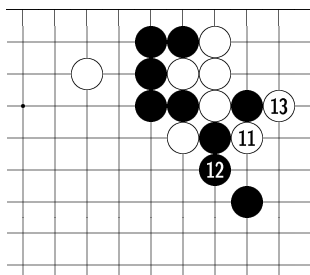
13: White is satisfied with living in the corner.



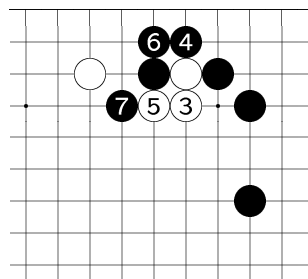
Var 1.3 von Zug 2 in Var 1: 2-10

2: This is an overplay.

7: White uses this stone as a sacrifice to secure a base in the corner.



Var 1.3 (continued): 11-13

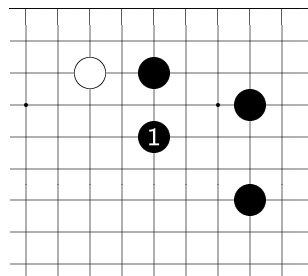


Var 1.4 von Zug 3 in Var 1: 3-7

3: If White extends towards the centre, Black connects underneath.

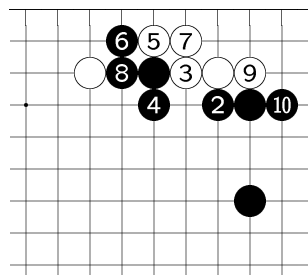
6: This also looks unsatisfactory for White.

7: Black aims at this point later.



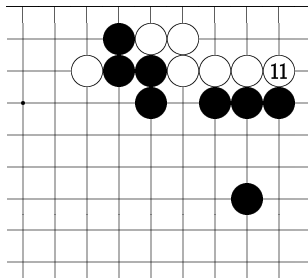
Var 2 von Zug 1 in Dia 2

1: As with the small knight enclosure, Black does not get a bad result even if White makes an early invasion and destroys the corner territory. However, reinforcing here if you get the chance is a splendid move which takes a lot of territory.



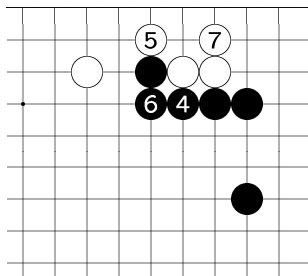
Var 3 von Zug 2 in Dia 2: 2-10

2: Blocking on top is not interesting for Black.



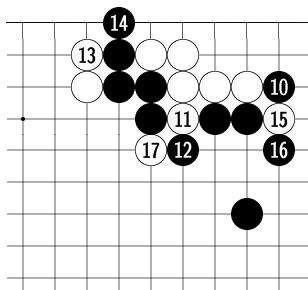
Var 3 (continued)

11: White lives on a large scale in the corner and can be pleased with the success of his invasion.



Var 3.1 von Zug 4 in Var 3: 4-7

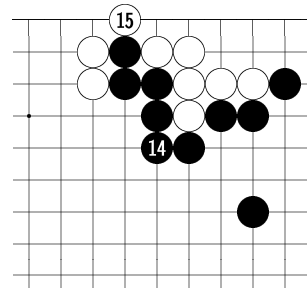
4: Simply blocking like this is too simple.
7: Letting White connect underneath like this is very unsatisfactory for Black.



Var 3.2 von Zug 10 in Var 3: 10-17

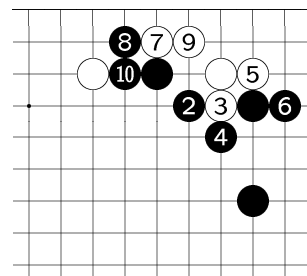
10: Making a hane instead of descending is unreasonable.
15: Cutting after the previous moves shows nice timing.

17: Black has no answer to this move.



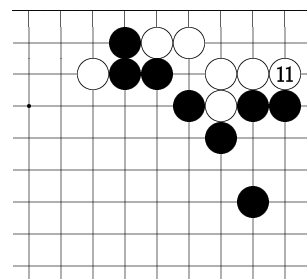
Var 3.2.1 von Zug 14 in Var 3.2: 14-15

15: White gets a good result.



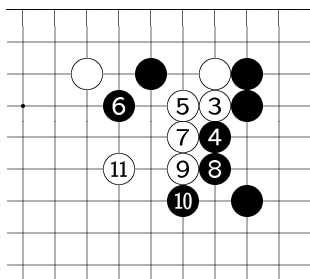
Var 4 von Zug 2 in Dia 2: 2-10

2: This diagonal move has bad aji.
6: Black must play this move and also has no choice about his following moves.



Var 4 (continued)

11: Living on such a large scale looks nice for White.

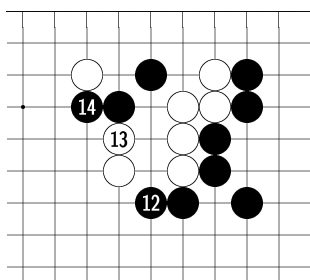


Var 5 von Zug 3 in Dia 2: 3-11

3: Pushing up is bad even when White has an ally at the top.

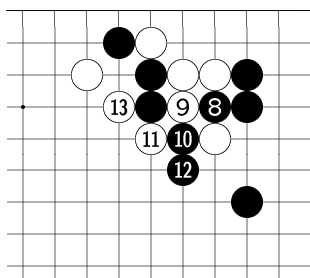
4: This is severe and forces White into bad shape.

6: From now on, Black takes territory while continuing his attack.



Var 5 (continued): 12-14

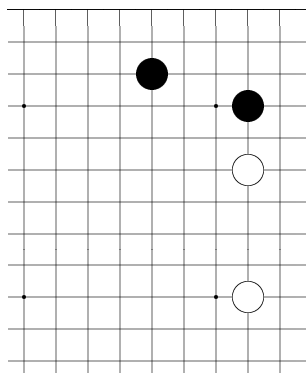
14: White gets a disappointing result.



Var 6 von Zug 8 in Dia 2: 8-13

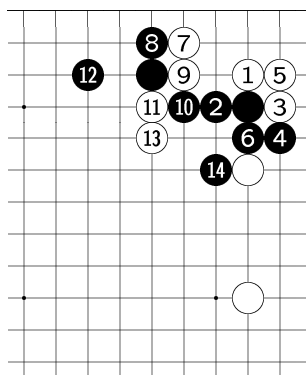
8: This is bad.

Chapter 2, Pattern 6



Dia 1

White has a three-space extension close to Black's enclosure. Naturally White can make an invasion.



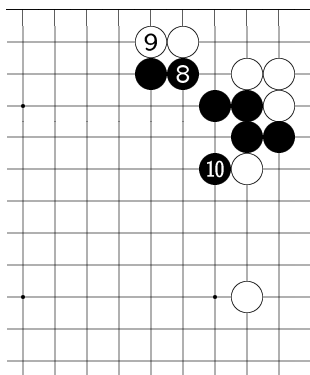
Dia 2: 1-14

1: This is good style in this position.

8: When Black blocks here, he must have a counter prepared for White's following cut.

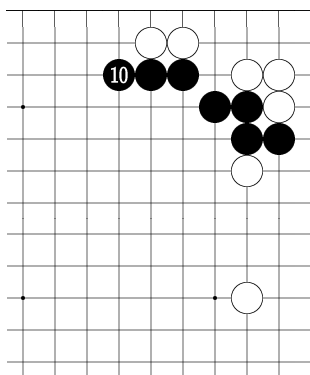
12: Black takes up position.

14: Black should be able to handle the ensuing fight. At some point White must go back and defend the gap in his corner group.



Var 1 von Zug 8 in Dia 2: 8-10

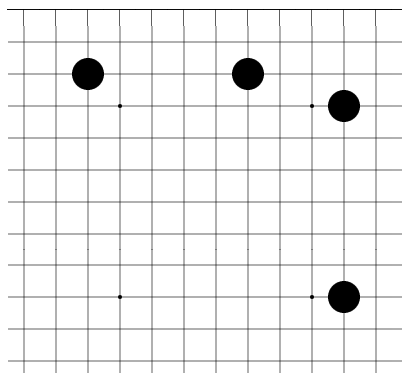
8: Depending on the position at the top, Black might find it advisable to answer patiently.



Var 1.1 von Zug 10 in Var 1

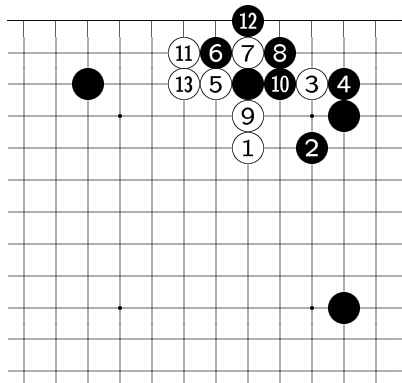
10: Again, some positions might make playing here a good, thick move.

Chapter 2, Pattern 7



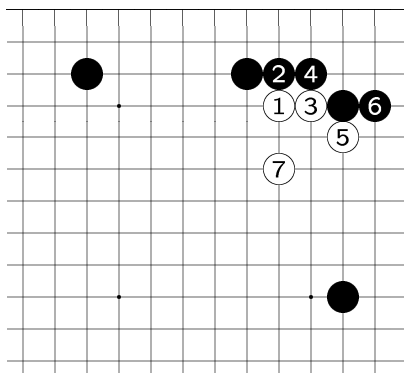
Dia 1

Black has made the ideal double-wing formation. How should White deal with it?



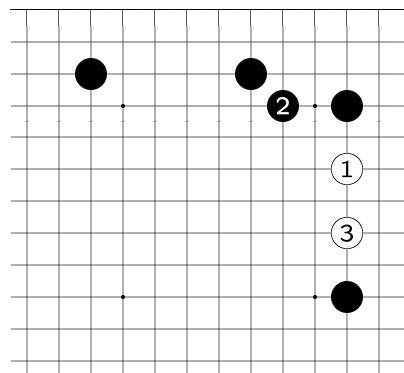
Dia 2: 1-13

- 1: As with the small knight enclosure, capping is a good move. White waits to see how Black responds.
- 2: This is good shape.
- 3: A probe.
- 7: This standard tesuji enables White to get sabaki.



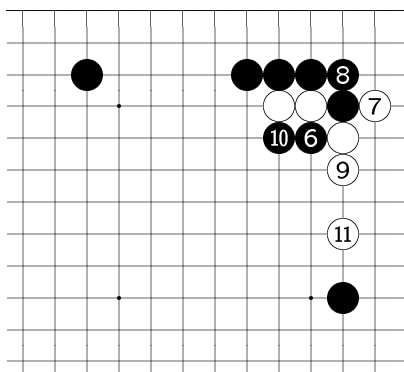
Var 1 von Zug 1 in Dia 2: 1-7

- 1: This shoulder hit is a move which may prove effective in actual play.
- 6: This is the proper move (honte).
- 7: White makes shape.



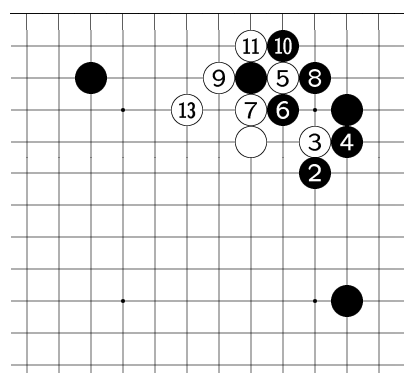
Var 2 von Zug 1 in Dia 2: 1-3

- 1: This is the vital point, but in this case it is not good.
- 2: This is a solid answer.
- 3: The exchange ends with White securing a base.



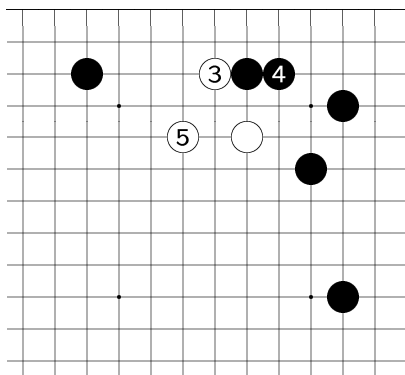
Var 1.1 von Zug 6 in Var 1: 6-11

- 6: Cutting instead of descending is too impetuous.
- 7: White forces, then secures a base.
- 11: White is satisfied with his position.



Var 3 von Zug 2 in Dia 2: 2-13

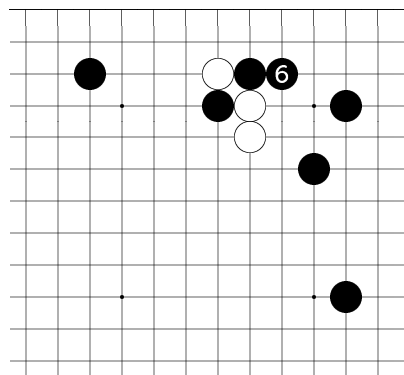
- + 12 auf 5
- 5: This is a good contact play.
- 13: White gets good shape.



Var 3.1 von Zug 3 in Var 3: 3-5

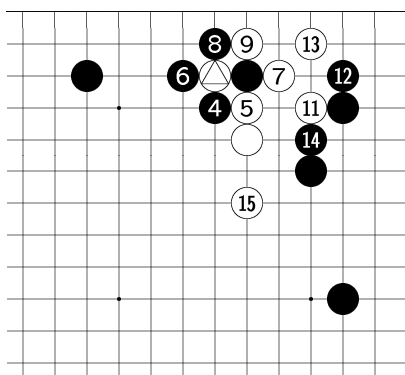
3: Attaching immediately on the outside is a light move.

5: White makes another light move, and the exchange comes to an end. The result is reasonable for both.



Var 3.1.1.1 von Zug 6 in Var 3.1.1

6: Black has to check the ladder before pulling back. The side whom the ladder favours gets a good result.

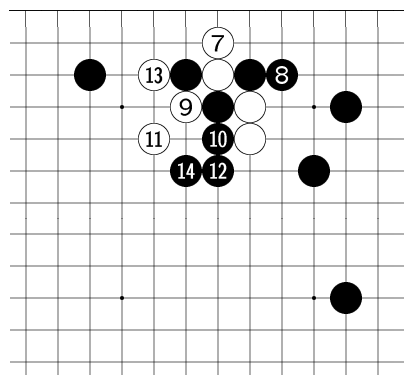


Var 3.1.1 von Zug 4 in Var 3.1: 4-15

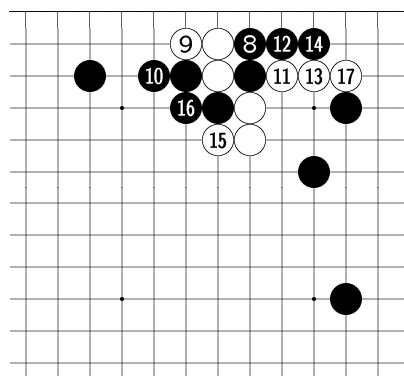
+ 10 auf

4: If Black plays here, White breaks into the corner.

15: This way White makes a satisfactory reduction of Black's territory.

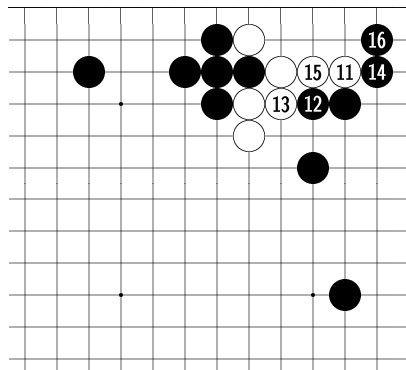


Var 3.1.1.2 von Zug 7 in Var 3.1.1: 7-14



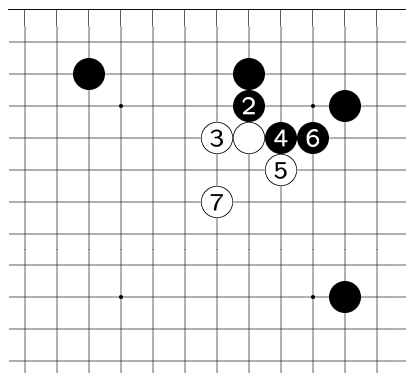
Var 3.1.1.2.1 von Zug 8 in Var 3.1.1.2: 8-17

8: This move is bad: it is an overplay.
 17: White forces his way into the corner.
 This result is probably favourable for White.



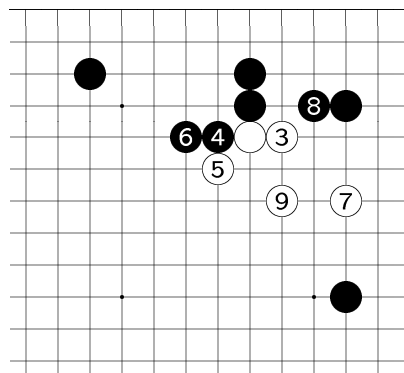
Var 3.1.1.3 von Zug 11 in Var 3.1.1: 11-16

11: White can also attach here, a move which is good style.
 12: This is the vital point.
 16: Black stops White from getting a base. This is also a satisfactory reduction of Black's territory.



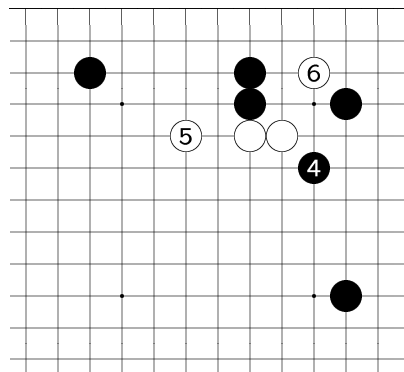
Var 4 von Zug 2 in Dia 2: 2-7

2: This is solid. A standard pattern follows.
 7: This is the key point for making shape. The result looks even.



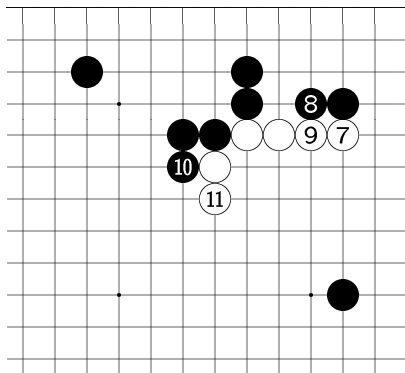
Var 4.1 von Zug 3 in Var 4: 3-9

3: Extending this way is feasible. A standard pattern follows.
 7: This is an interesting move.
 9: If Black defends, White makes shape.



Var 4.1.1 von Zug 4 in Var 4.1: 4-6

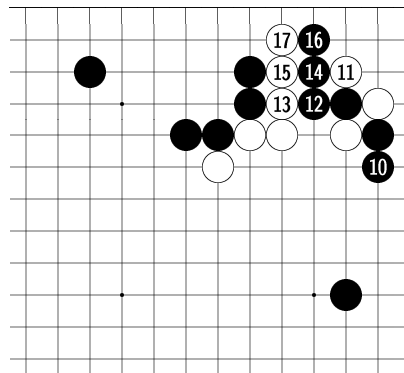
4: This is a thin move.
 5: For the time being White will jump.
 6: White can aim at invading here later.



Var 4.1.2 von Zug 7 in Var 4.1: 7-11

7: Attaching here is a straightforward way of playing.

11: This strategy looks feasible.

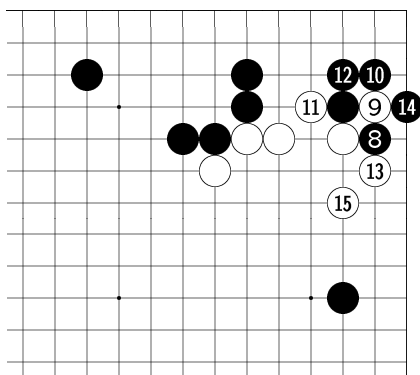


Var 4.1.2.1.1 von Zug 10 in Var 4.1.2.1: 10-17

10: Resisting here is unreasonable.

11: White's atari is a sacrifice tesuji to set up the breakthrough.

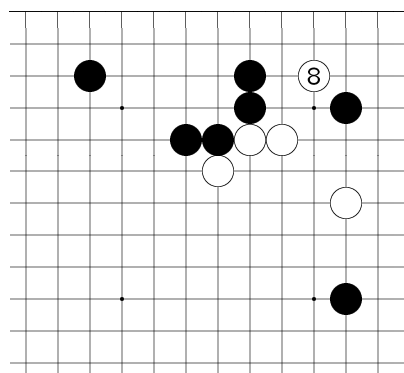
17: This result is favourable for White.



Var 4.1.2.1 von Zug 8 in Var 4.1.2: 8-15

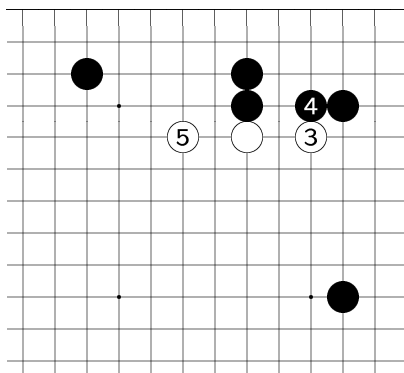
9: The crosscut is the star player in the sabaki game. It works well here.

15: White gets good shape.



Var 4.1.3 von Zug 8 in Var 4.1

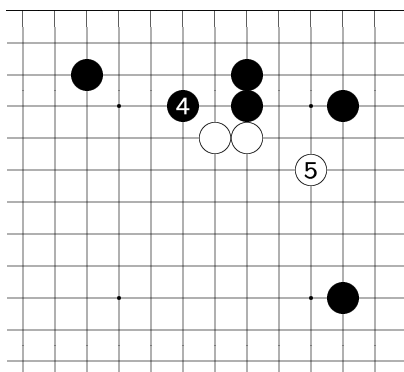
8: White is aiming at this point.



Var 4.2 von Zug 3 in Var 4: 3-5

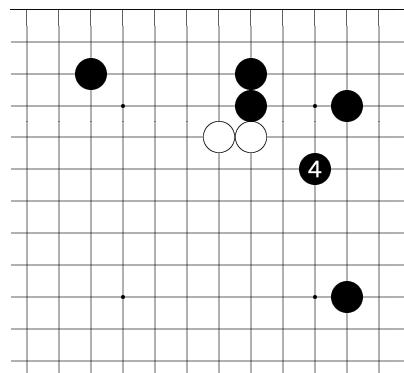
3: White can also play lightly.

5: For his part, Black has no reason to be dissatisfied with this result. The problem is how the players continue after this.



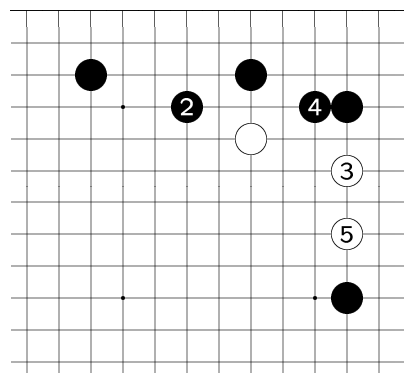
Var 4.3 von Zug 4 in Var 4: 4-5

4: If Black plays here, White should play lightly.



Var 4.4 von Zug 4 in Var 4

4: This is not recommended, as that leaves the corner looking thin.



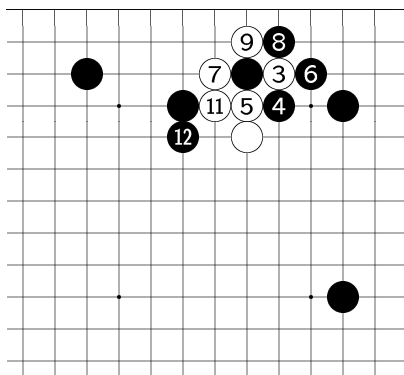
Var 5 von Zug 2 in Dia 2: 2-5

2: Answering with a knight's move at the top is feasible.

3: White occupies the vital point for attacking the large knight enclosure.

4: Black reinforces the corner.

5: White secures a base.

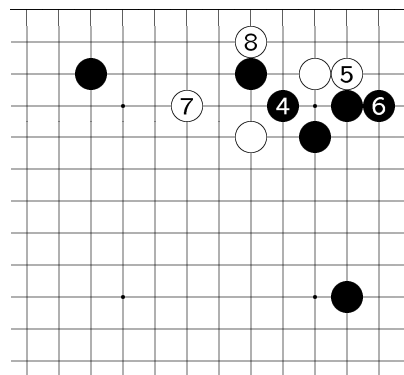


Var 5.1 von Zug 3 in Var 5: 3-12

+ 10 auf 3

3: If White attaches immediately, Black counterattacks.

12: White breaks through to the top edge, but this is the vital point, making White's group heavy.

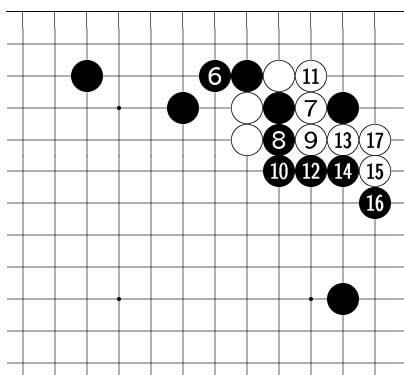


Var 6 von Zug 4 in Dia 2: 4-8

5: If Black intercepts, White plays here as a probe.

7: This is an adequate result for White.

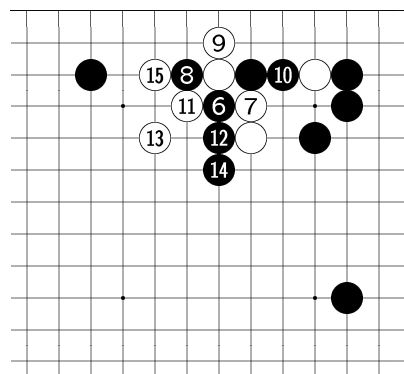
8: White can aim at this aji later on.



Var 5.1.1 von Zug 6 in Var 5.1: 6-17

6: Pulling back here is slack: it lets White take a large corner.

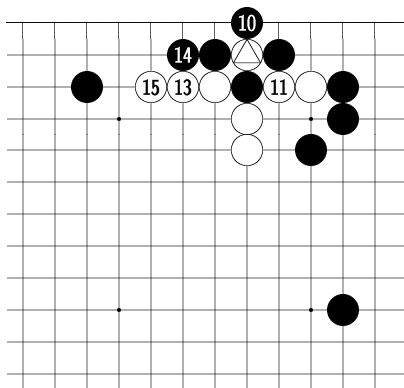
17: This result is a little unsatisfactory for Black.



Var 7 von Zug 6 in Dia 2: 6-15

7: After Black's counter, this is the only move.

15: Playing like this is good enough for White. A fight follows.



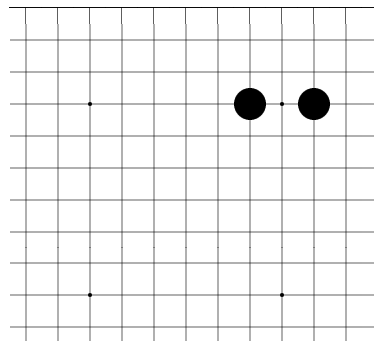
Var 8 von Zug 10 in Dia 2: 10-15

+ 12 auf

11: If Black captures, White can force.

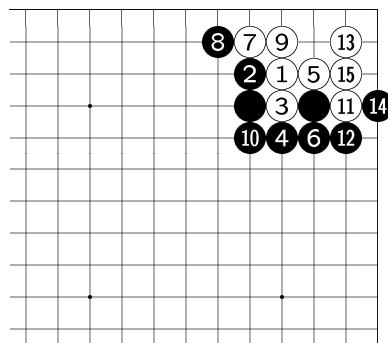
15: This gives White an adequate result and is painful for Black.

Chapter 3, Pattern 1



Dia 1

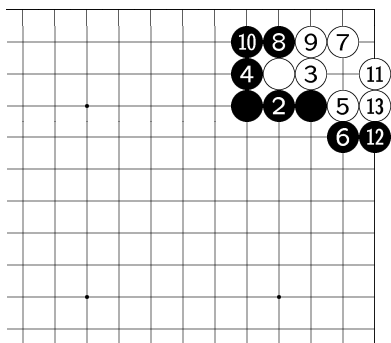
White wants to make a single-handed invasion of the one-space corner enclosure. This is one of the fundamental techniques of go.



Dia 2: 1-15

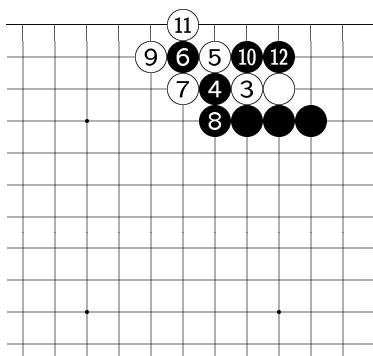
1: White almost always invades here.

2: If Black blocks here, White lives in the corner.



Var 1 von Zug 2 in Dia 2: 2-13

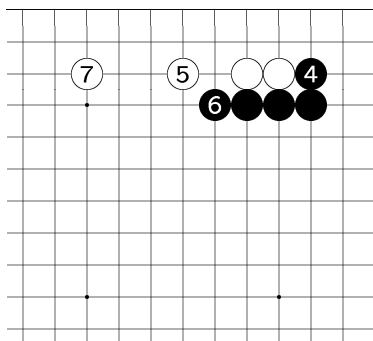
13: If Black chooses to play simply, he can let White live in gote.



Var 1.1 von Zug 3 in Var 1: 3-12

4: Countering with the double hane is not recommended.

11: Capturing a stone is good for White.

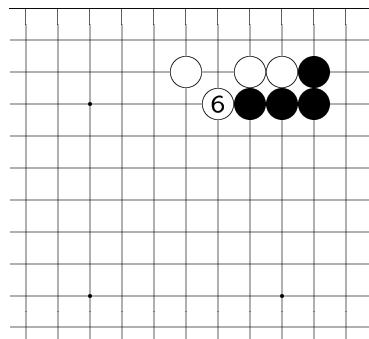


Var 1.1.1 von Zug 4 in Var 1.1: 4-7

4: This is a tight, territory-oriented move.

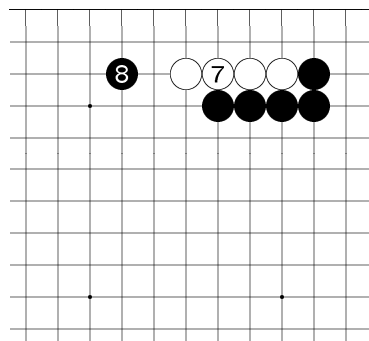
6: Black takes the key point.

7: White extends and is satisfied with his sabaki.



Var 1.1.1.1 von Zug 6 in Var 1.1.1

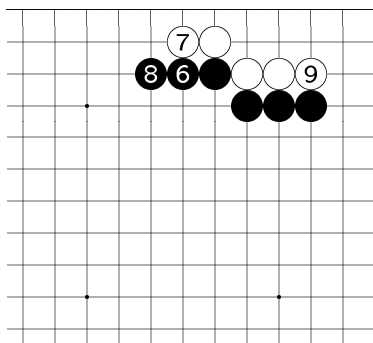
6: White would get excellent shape if allowed to hane.



Var 1.1.1.2 von Zug 7 in Var 1.1.1: 7-8

7: This heavy move is inferior to the light extension.

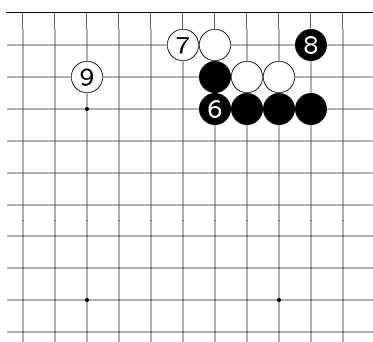
8: This becomes a severe attacking move.



Var 1.1.2 von Zug 6 in Var 1.1: 6-9

6: Extending is also slack.

9: White is satisfied to live this way.

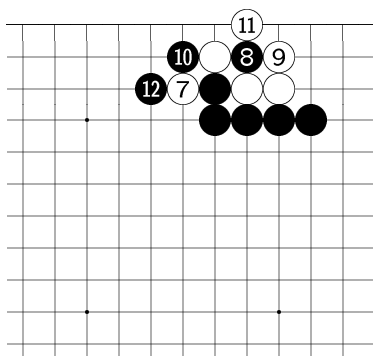


Var 1.1.3 von Zug 6 in Var 1.1: 6-9

6: Black can connect solidly.

8: Black defends the corner territory.

9: White will probably extend to this point.

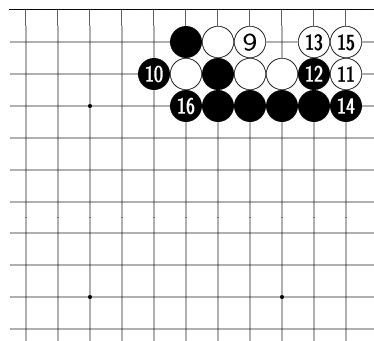


Var 1.1.3.1 von Zug 7 in Var 1.1.3: 7-12

7: White's hane is feasible.

9: White follows the proverb by capturing the cutting stone.

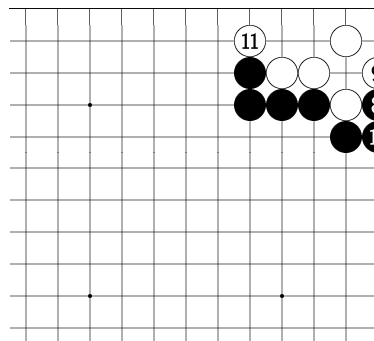
12: Black sets up a ladder. This result is a division of profit and influence.



Var 1.1.4 von Zug 9 in Var 1.1: 9-16

10: If White connects, Black sets up a ladder.

16: After White lives, Black gets a strong position.

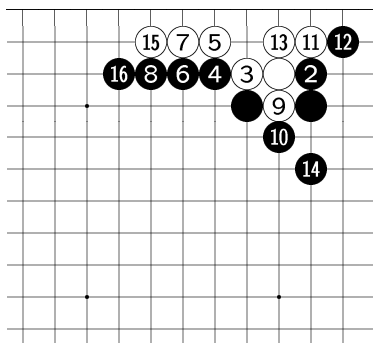


Var 1.2 von Zug 8 in Var 1: 8-11

8: If Black plays here, White of course challenges him to a ko.

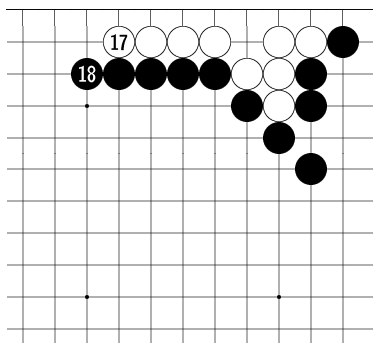
9: White may choose to keep this ko in reserve until the best time to play it.

11: If Black connects, White lives.



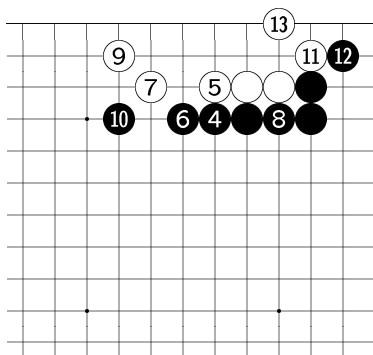
Var 2 von Zug 2 in Dia 2: 2-16

2: This move emphasizes the corner.



Var 2 (continued): 17-18

18: The continuation is a standard joseki which gives White territory and Black thickness.

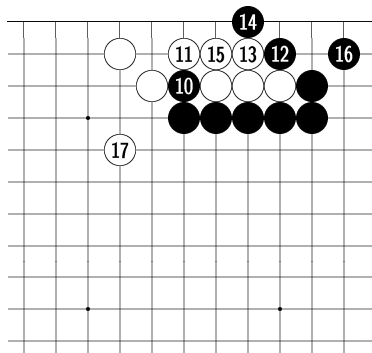


Var 2.1 von Zug 4 in Var 2: 4-13

4: Black can also extend instead of playing the hane.

10: Black blocks White's path to the centre.

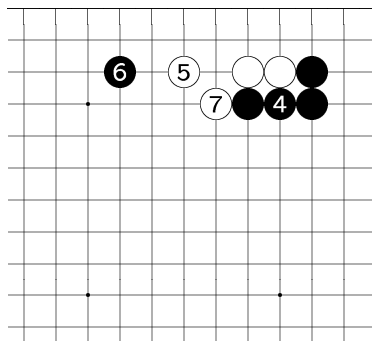
11: Therefore, White secures his eye shape.



Var 2.1.1 von Zug 10 in Var 2.1: 10-17

10: If Black wants to guard the corner, he can force, then defend.

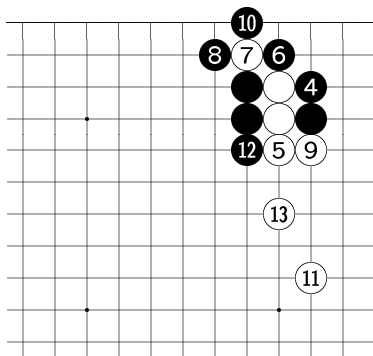
17: This way White is able to move out into the centre.



Var 2.2 von Zug 4 in Var 2: 4-7

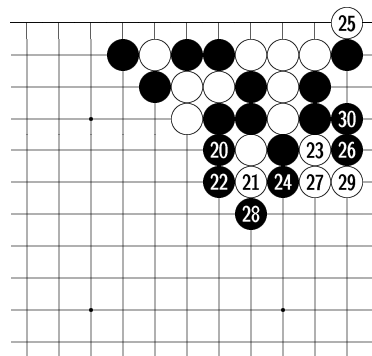
6: In some cases Black might want to attack here because of his position at the top.

7: However, letting White get good shape is annoying.



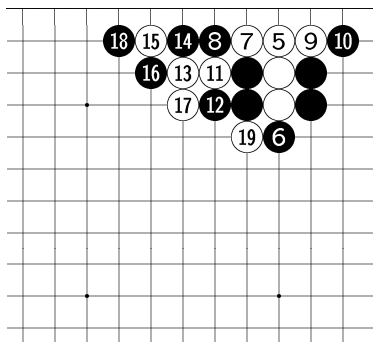
Var 3 von Zug 4 in Dia 2: 4-13

4: Black only plays here in special circumstances. This leads to an exchange of the right side for the top.



Var 3.1 (continued): 20-30

30: When Black connects here, he is satisfied.



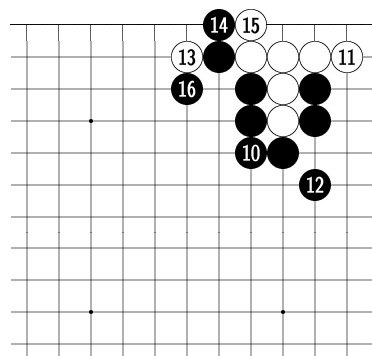
Var 3.1 von Zug 5 in Var 3: 5-19

6: If White descends, Black starts a difficult fight.

7: White's continuation is forced.

12: Black resists strongly.

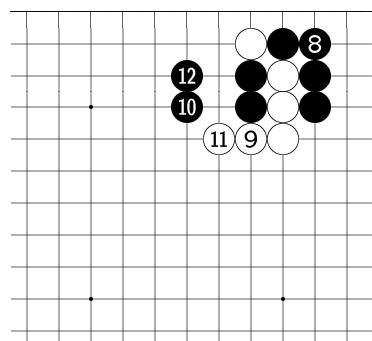
19: White cuts, intending this as a sacrifice, but the fight does not develop favourably for him.



Var 3.1.1 von Zug 10 in Var 3.1: 10-16

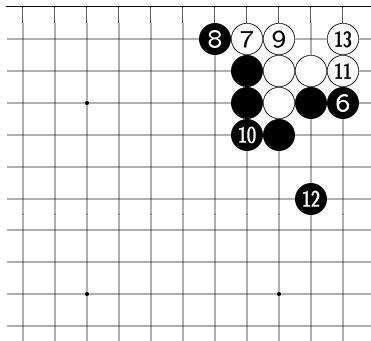
10: Black can connect tightly.

16: White lives in sente, but Black builds nice thickness.



Var 3.2 von Zug 8 in Var 3: 8-12

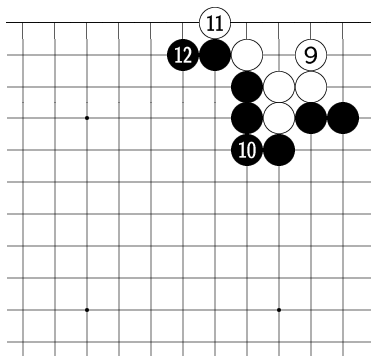
8: If Black plays here, White concentrates on building central thickness.



Var 4 von Zug 6 in Dia 2: 6-13

6: Black can also descend.

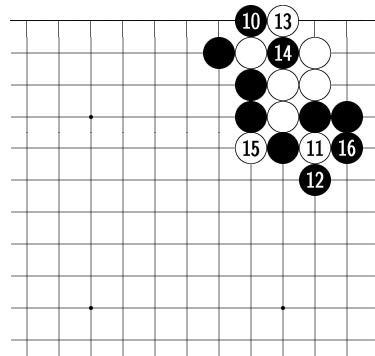
12: When Black defends here, he seems to have gotten a more efficient shape.



Var 4.1 von Zug 9 in Var 4: 9-12

9: If White is prepared to fight a ko, he can play here instead of connecting solidly.

10: If Black connects, White lives in sente.

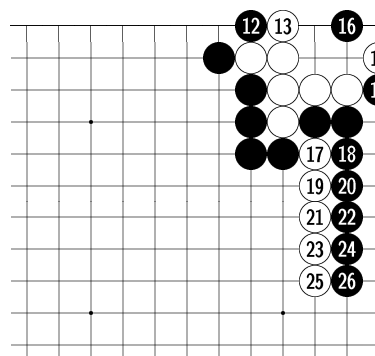


Var 4.1.1 von Zug 10 in Var 4.1: 10-16

10: Black accepts the challenge.

11: White throws in a cut before starting the ko.

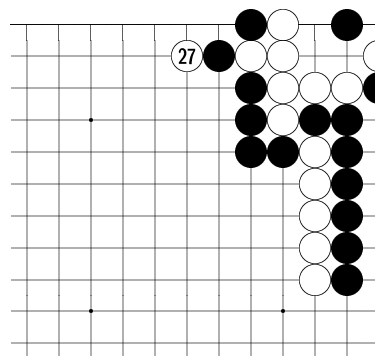
15: White gets this ko threat, so this ko is unreasonable for Black.



Var 4.2 von Zug 12 in Var 4: 12-26

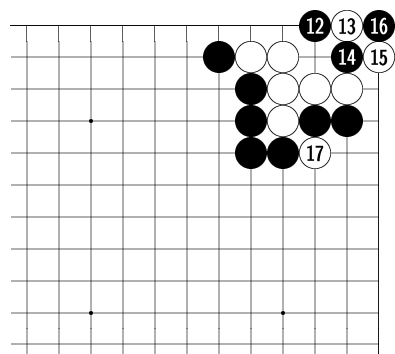
12: Black tries to capture White.

17: White has a very troublesome cut.



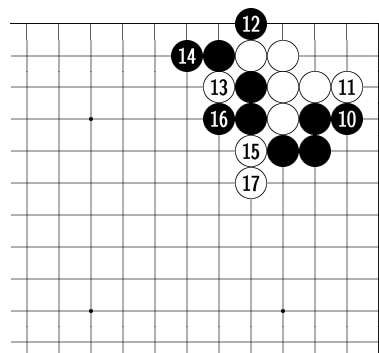
Var 4.2 (continued)

27: Black's attempt to capture is unreasonable.



Var 4.3 von Zug 12 in Var 4: 12-17

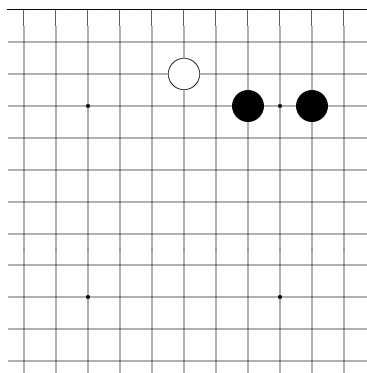
12: Black can get a ko if he plays inside here.
17: Since White has local ko threats, beginning at this one, this is an easy ko for White.



Var 5 von Zug 10 in Dia 2: 10-17

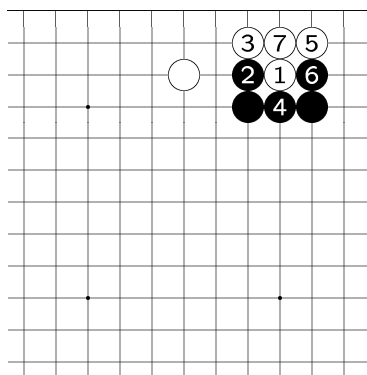
10: Black attempts to capture White.
17: White's corner group is quite resilient and cannot be captured unconditionally.

Chapter 3, Pattern 2



Dia 1

The presence of a white approach move means that White's invasion becomes much more severe.

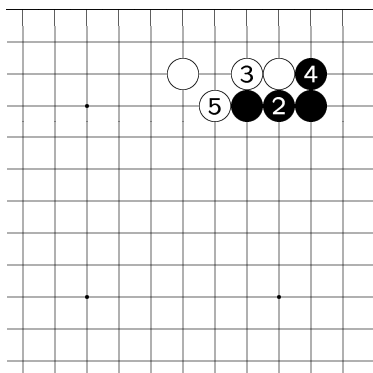


Dia 2: 1-7

1: When White has an approach move, it may not seem appropriate to call this move an invasion, but the objective and the technique are the same. This is a very common move in actual play.

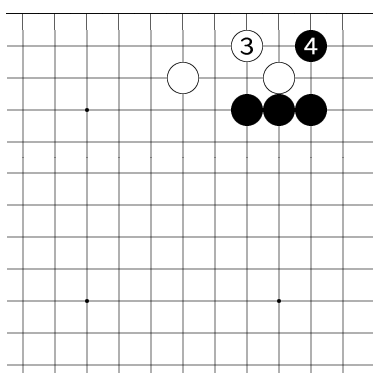
2: Intercepting here is the standard approach. The continuation is a joseki.

7: The question of what happens on the right side will determine whether or not Black's thickness works effectively.



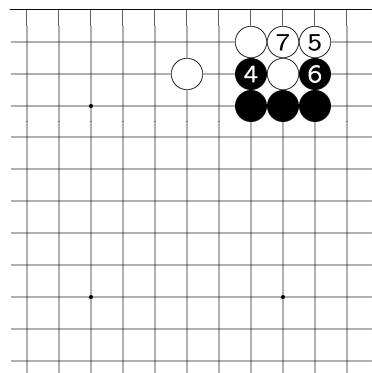
Var 1 von Zug 2 in Dia 2: 2-5

- 2: This is the most solid move.
 4: Black takes a firm grip on the corner territory.
 5: However, this is such a good point that this result is a little unsatisfactory for Black.

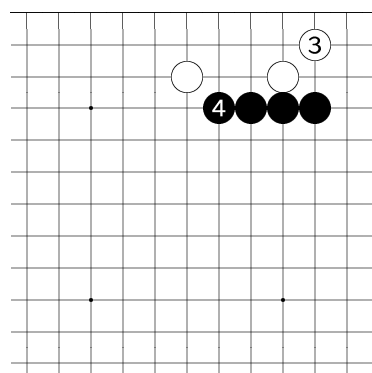


Var 1.1 von Zug 3 in Var 1: 3-4

- 3: This is also possible.
 4: Defending the corner is best for Black.

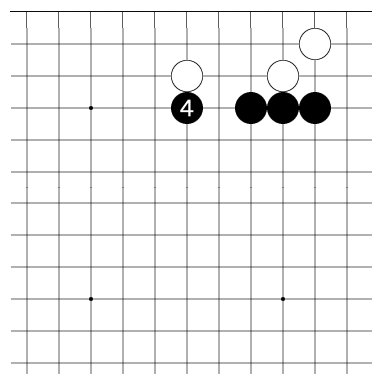


Var 1.1.1 von Zug 4 in Var 1.1: 4-7

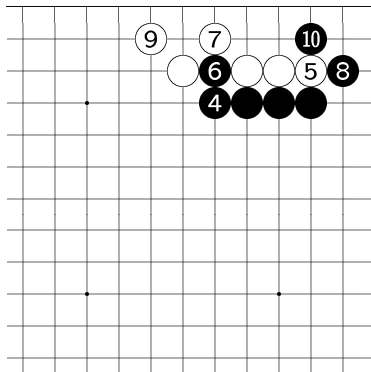


Var 1.2 von Zug 3 in Var 1: 3-4

- 3: Playing a diagonal move in the opposite direction might look efficient, but it makes White's position thin.

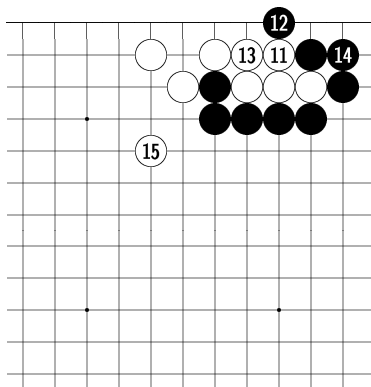


Var 1.2.1 von Zug 4 in Var 1.2



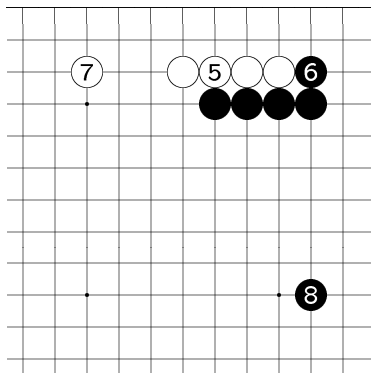
Var 1.3 von Zug 4 in Var 1: 4-10

4: Extending is the key move.



Var 1.3 (continued): 11-15

15: This result is even.

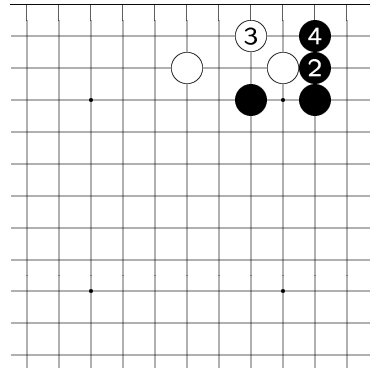


Var 1.3.1 von Zug 5 in Var 1.3: 5-8

5: This is a peaceful answer to Black's extension.

6: The probable continuation.

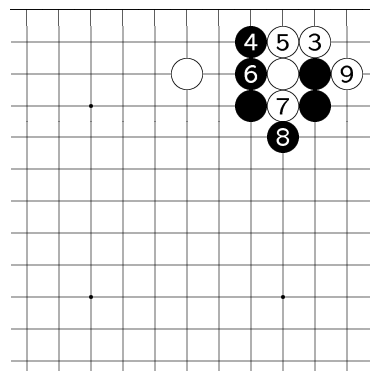
8: This now becomes a very good follow-up on the right side.



Var 2 von Zug 2 in Dia 2: 2-4

2: Blocking here is a tight move.

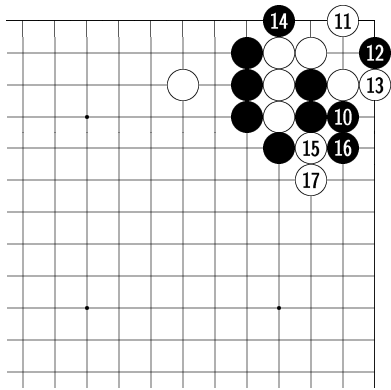
4: Black defends the corner again and gets a solid position.



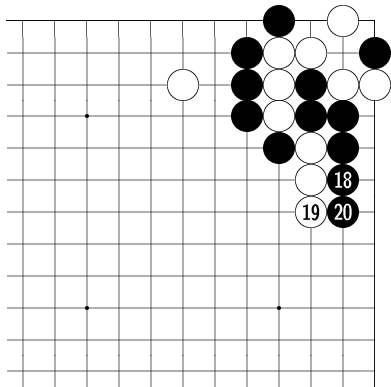
Var 2.1 von Zug 3 in Var 2: 3-9

3: This is a bad move.

4: White has no answer to this move.

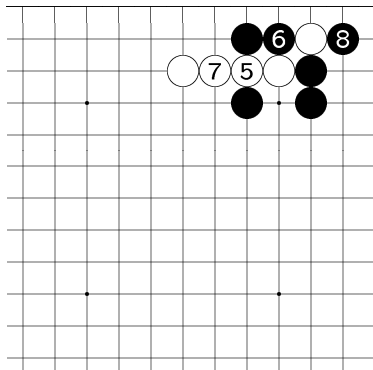


Var 2.1 (continued): 10-17



Var 2.1 (continued): 18-20

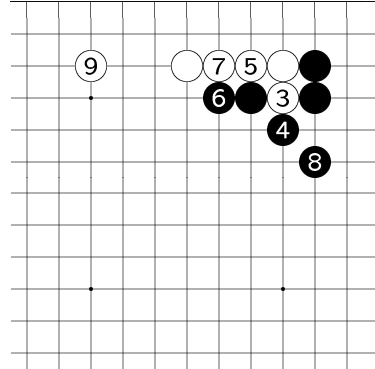
20: Black kills White's group unconditionally.



Var 2.1.1 von Zug 5 in Var 2.1: 5-8

5: White will probably push through instead of connecting.

8: Capturing a stone gives Black a satisfactory result. Black has secured the corner, while White has a heavy, eyeless group.

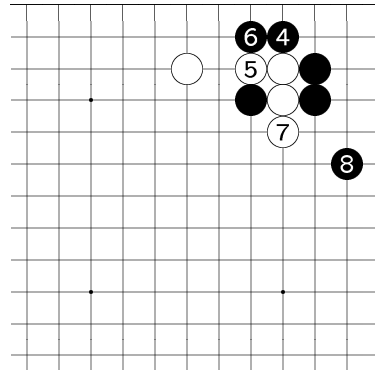


Var 2.2 von Zug 3 in Var 2: 3-9

3: White can also answer with this combination.

6: This is a key point.

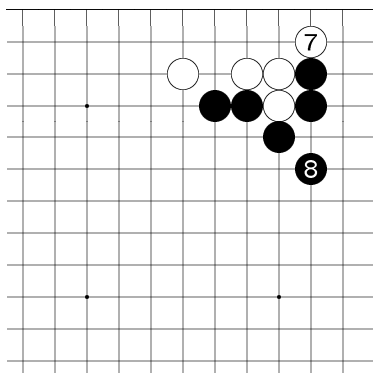
9: The result is even.



Var 2.2.1 von Zug 4 in Var 2.2: 4-8

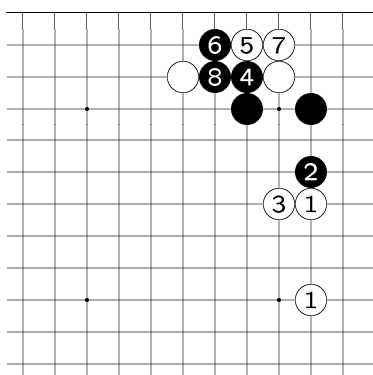
4: On occasion this might be an interesting counter to White's push.

7: In general, however, permitting White to thrust his way through here is unsatisfactory.



Var 2.2.2 von Zug 7 in Var 2.2: 7-8

8: Defending here is essential for Black.

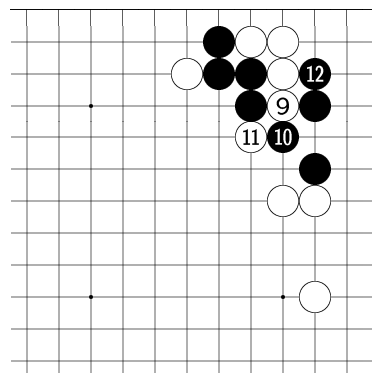


Var 3 von Zug 2 in Dia 2: 2-8

2: When White has a two-space extension on the right side, Black can counter White's invasion with this tesuji.

4: Black attempts to take the corner.

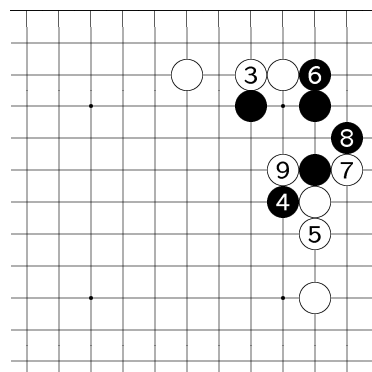
7: This and the preceding white moves are not a threat.



Var 3 (continued): 9-12

11: This cut is also not a threat.

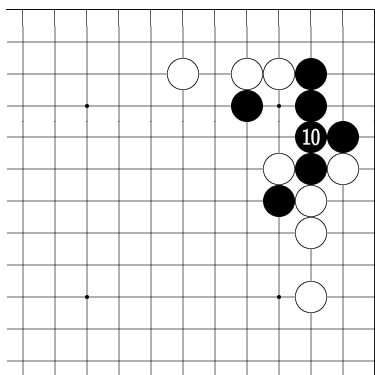
12: Black fills in a liberty and wins the fight by one move. The tesuji stone referred to earlier works very effectively.



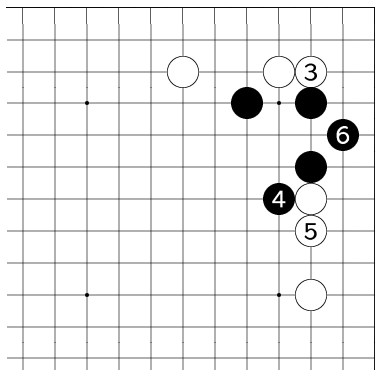
Var 3.1 von Zug 3 in Var 3: 3-9

3: White can choose to ignore the tsuke.

6: After forcing, Black secures the corner. This is an example of how one varies one's response to White's invasion in accordance with the surrounding position.

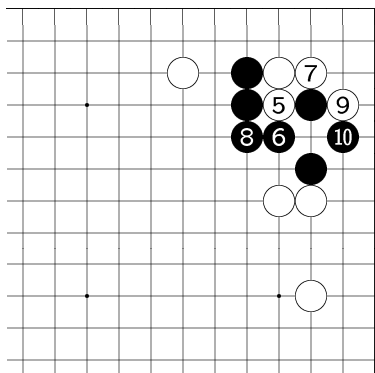


Var 3.1 (continued)



Var 3.2 von Zug 3 in Var 3: 3-6

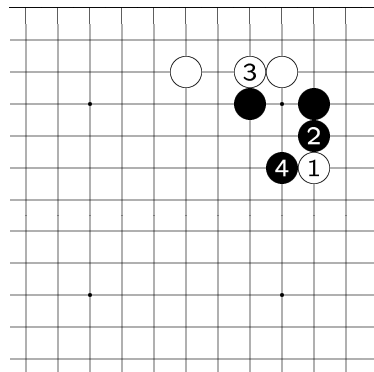
6: After forcing, Black dips down here. This makes flexible shape, obviating any fears about eye shape, and is a subtle way of playing.



Var 3.3 von Zug 5 in Var 3: 5-10

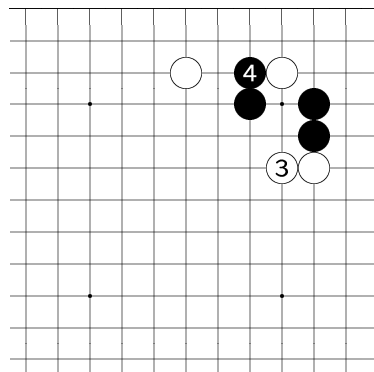
5: Resisting this way is an obstinate way of playing.

10: After connecting tightly, Black plays a ko.

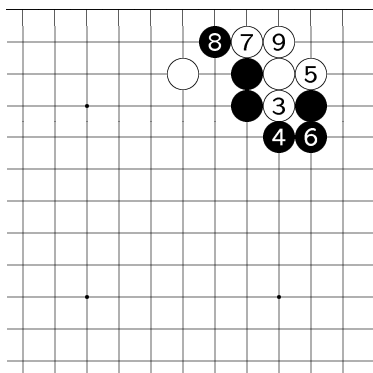


Var 4 von Zug 2 in Dia 2: 2-4

2: Even when the white stone is only one space away, this move is still good style. Now the two continuations are miai.

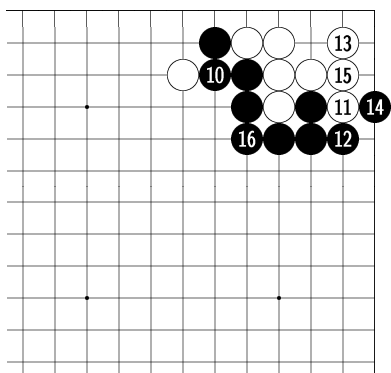


Var 4.1 von Zug 3 in Var 4: 3-4



Var 5 von Zug 3 in Dia 2: 3-9

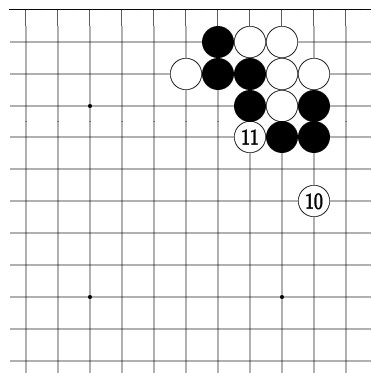
3: White can also play the following combination.



Var 5 (continued): 10-16

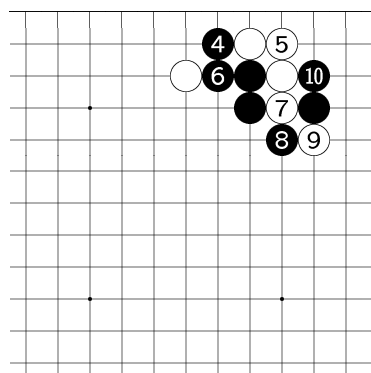
15: White lives.

16: Black puts the finishing touch to his outward influence.



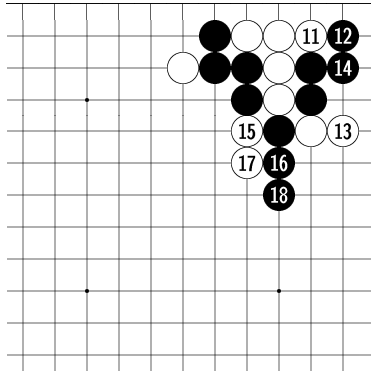
Var 5.1 von Zug 11 in Var 5

11: Black has to watch out when White has the extra stone in place, as White can make this aggressive cut. This lets Black in for a difficult fight, which means that his initial choice of joseki here was mistaken.



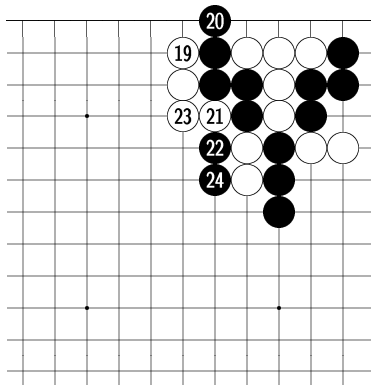
Var 6 von Zug 4 in Dia 2: 4-10

10: This is the strongest answer.



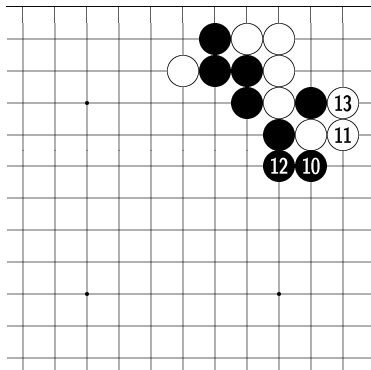
Var 6 (continued): 11-18

13: Black does get a solid shape, but White takes considerable corner profit. The result is a success for White.



Var 6 (continued): 19-24

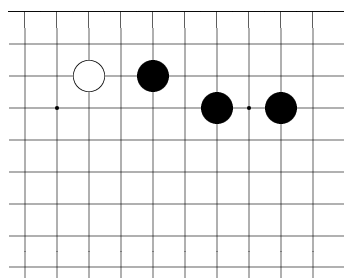
22: If Black cannot get a ladder with this continuation now he gets a bad result.



Var 6.1 von Zug 10 in Var 6: 10-13

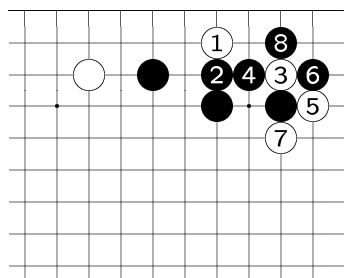
10: This move is peaceful.

Chapter 3, Pattern 3



Dia 1

Black has made a small knight extension from his enclosure. How does the presence of the white stone close up affect the corner? Where is the vital point?



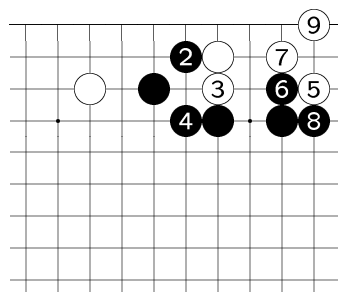
Dia 2: 1-8

1: In this formation this becomes the vital point. The presence of an ally so close makes an invasion possible even in as tight a corner as here.

2: A strong answer.

3: Attaching here is good style.

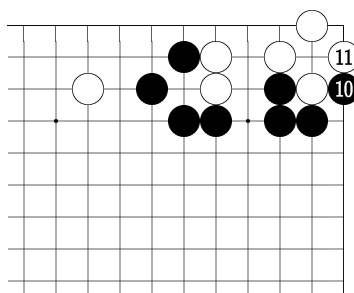
8: After forcing twice, this exchanges comes to a close.



Var 1 von Zug 2 in Dia 2: 2-9

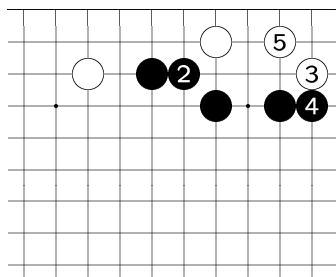
2: Attaching here is possible of course.

5: This is a good continuation for White.



Var 1 (continued): 10-11

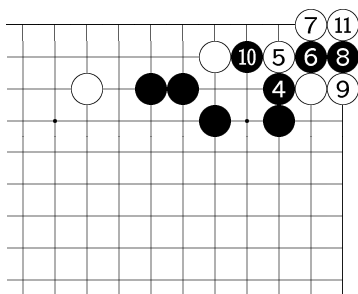
11: Even if Black attacks, White can get a ko.



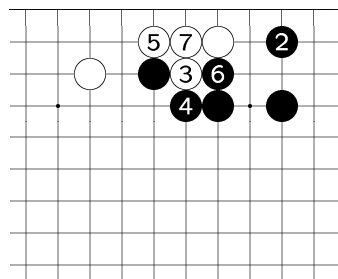
Var 2 von Zug 2 in Dia 2: 2-5

2: Answering here gives Black a slack, inert shape.

5: The invasion is a success.



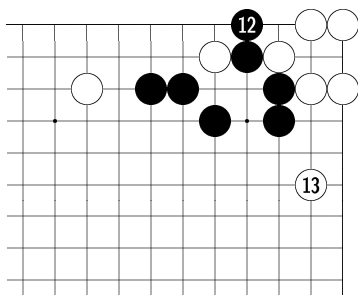
Var 2.1 von Zug 4 in Var 2: 4-11



Var 3 von Zug 2 in Dia 2: 2-7

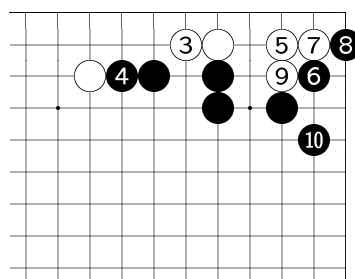
2: This is a tight move, but it gives White a free hand.

7: White is satisfied with linking up.



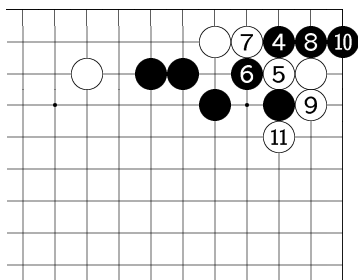
Var 2.1 (continued): 12-13

13: Black can cut off the original invasion stone, but White escapes to the outside.



Var 4 von Zug 3 in Dia 2: 3-10

3: This is a bad move.

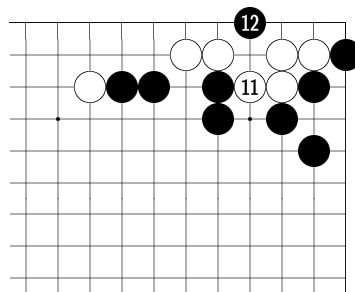


Var 2.2 von Zug 4 in Var 2: 4-11

4: Black could try this placement.

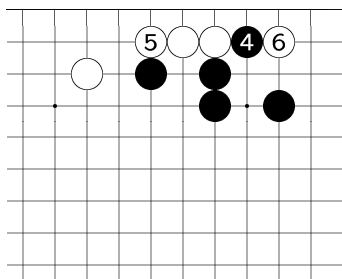
10: Black captures two stones.

11: But in exchange White develops his position on the right side.



Var 4 (continued): 11-12

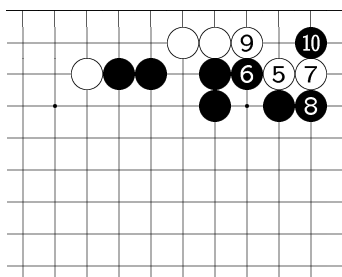
12: White dies.



Var 4.1 von Zug 4 in Var 4: 4-6

4: Blocking here looks slack.

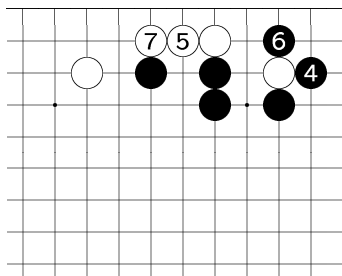
6: White can aim at attaching here later, so Black is dissatisfied.



Var 4.2 von Zug 5 in Var 4: 5-10

5: White might try this move, but it is no more successful.

10: This is the tesuji that dashes white's hopes. White dies.

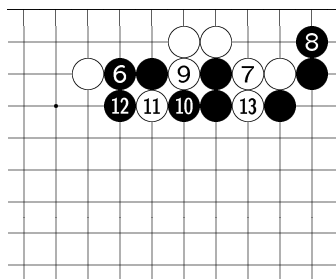


Var 5 von Zug 4 in Dia 2: 4-7

4: This leads to an unsatisfactory result for Black.

6: Black more or less has to play here.

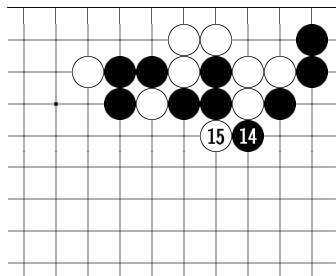
7: White links up and is satisfied.



Var 5.1 von Zug 6 in Var 5: 6-13

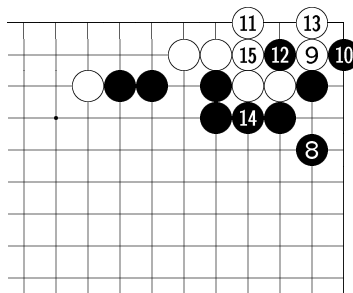
6: Black might play here to prevent White from linking up.

9: Playing this cut first is correct.



Var 5.1 (continued): 14-15

15: The continuation should be satisfactory for White.



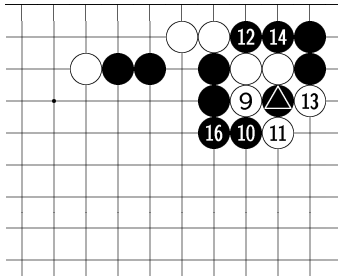
Var 5.1.1 von Zug 8 in Var 5.1: 8-15

8: This is a peaceful move which lets White live.

12: Cutting here is sente.

14: Black builds a strong wall.

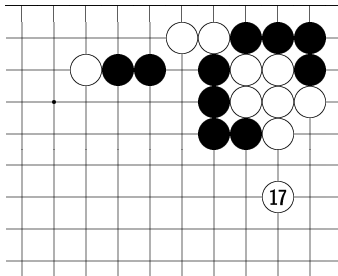
Chapter 3, Pattern 4



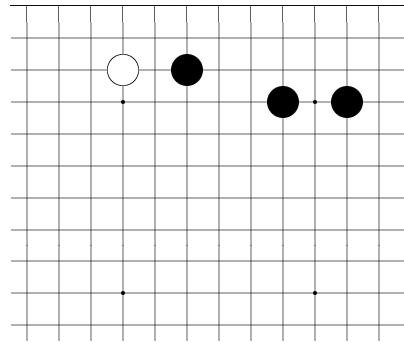
Var 5.1.2 von Zug 9 in Var 5.1: 9-16

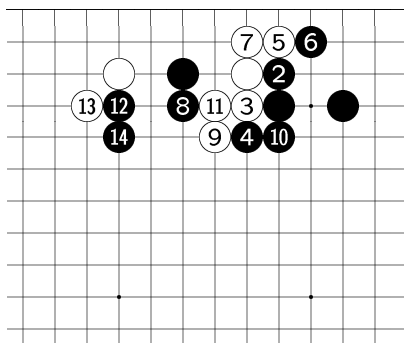
+ ⑮ auf ▲

9: This leads to a heavy shape for White. The order of moves is important; White should play the other cut first.



Var 5.1.2 (continued)





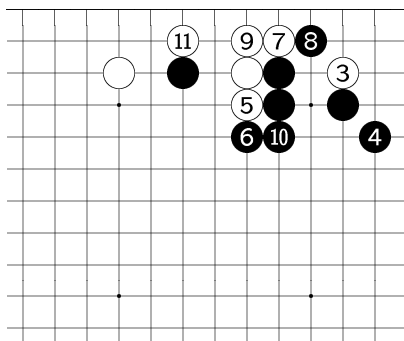
Var 1 von Zug 2 in Dia 2: 2-14

2: Black can also block here.

3: This is heavy and gives Black the effective hane.

8: This is an aggressive move which looks for a fight.

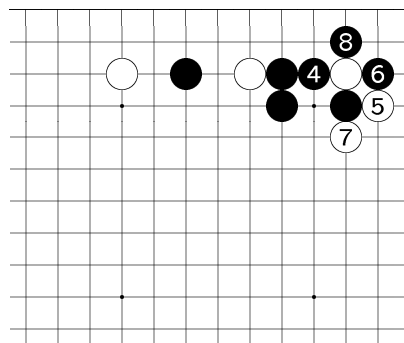
12: Black keeps White separated and his prospects in the fight look reasonable.



Var 1.1 von Zug 3 in Var 1: 3-11

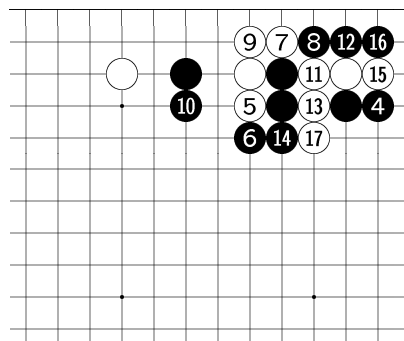
3: Countering Black's move with this probe is a very clever strategy.

4: A strong answer.



Var 1.1.1 von Zug 4 in Var 1.1: 4-8

8: White forces twice and is satisfied.

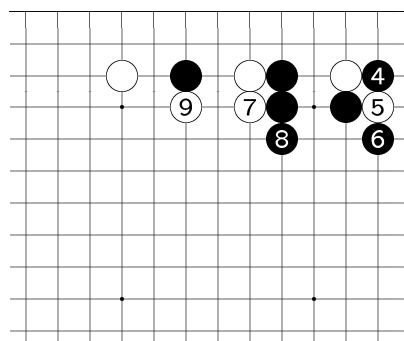


Var 1.1.2 von Zug 4 in Var 1.1: 4-17

4: Descending here is not recommended.

10: Now this move doesn't work.

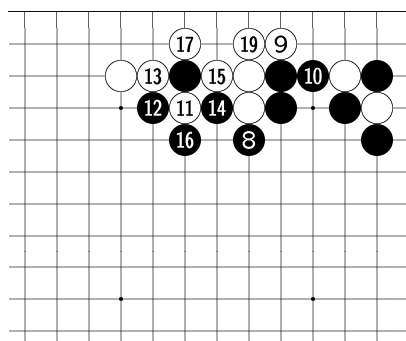
11: This cut starts a fight which is unreasonable for Black.



Var 1.1.3 von Zug 4 in Var 1.1: 4-9

5: White answers Black's hane with the crosscut tesuji.

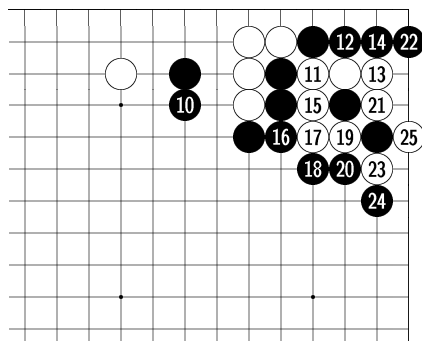
9: White should be able to settle his group.



Var 1.1.3.1 von Zug 8 in Var 1.1.3: 8-19

+ 18 auf 11

10: Black is forced to answer by making awkward shape.

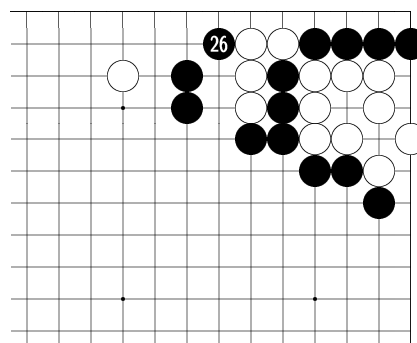


Var 1.1.4 von Zug 10 in Var 1.1: 10-25

10: A strong move.

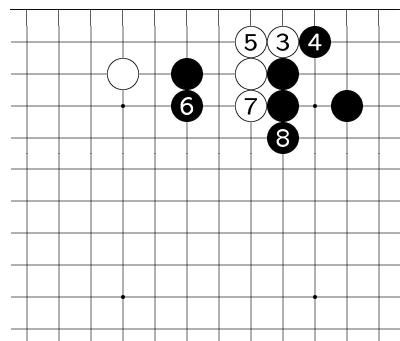
11: White must cut. The continuation is long but all forced.

25: White lives.



Var 1.1.4 (continued)

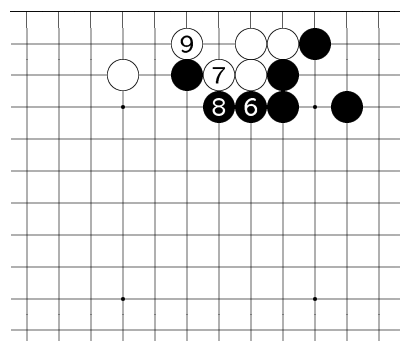
26: Black captures four stones.



Var 1.2 von Zug 3 in Var 1: 3-8

6: When White plays the hane and connection immediately, this move is possible.

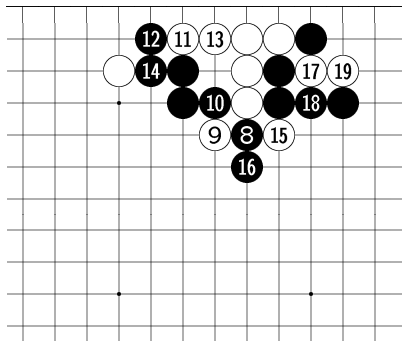
8: The fight moves into the centre.



Var 1.2.1 von Zug 6 in Var 1.2: 6-9

6: Blocking here is slack.

9: White is satisfied with linking up. White's invasion has been a success.

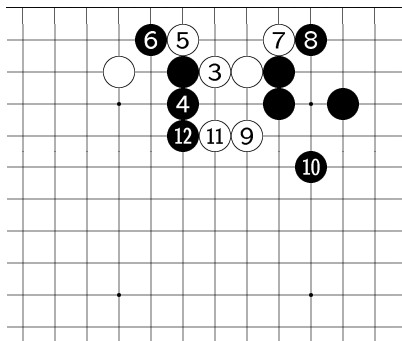


Var 1.2.2 von Zug 8 in Var 1.2: 8-19

8: This hane and the cut following it are unreasonable.

11: White forces.

19: This fight is bad for Black.

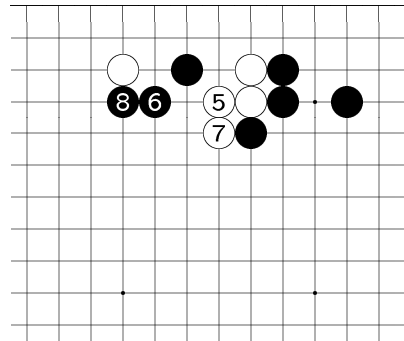


Var 1.3 von Zug 3 in Var 1: 3-12

3: This is a little heavy.

7: The two hanes are a preparation for jumping out with the next move.

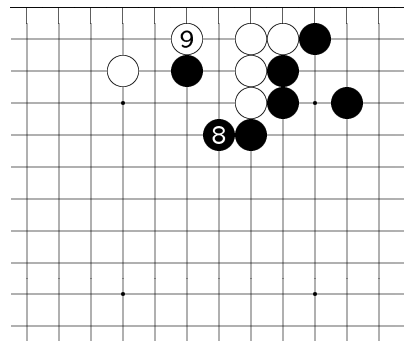
12: Both sides fight their way out into the centre.



Var 1.4 von Zug 5 in Var 1: 5-8

5: Turning here is a heavy move which makes the inefficient "empty triangle" shape.

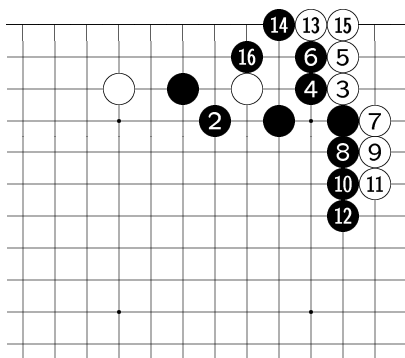
8: Black continues the attack by "leaning" on the stone to the left with this and the previous move. White now has a heavy group to look after.



Var 1.5 von Zug 8 in Var 1: 8-9

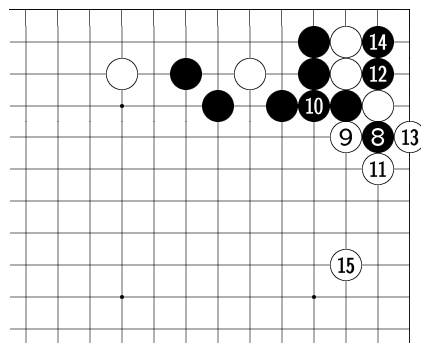
8: Extending here is too heavy.

9: Linking up makes White's invasion a success. Black still has a defect in his shape at the cutting point.



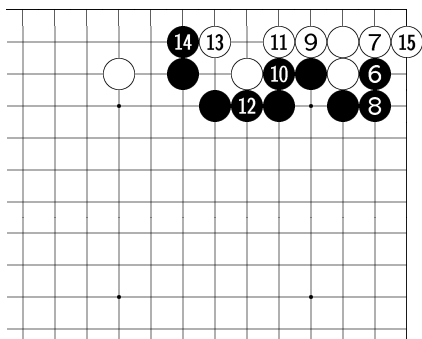
Var 2 von Zug 2 in Dia 2: 2-16

3: After Black's move, this is good style.
16: White lives in sente.



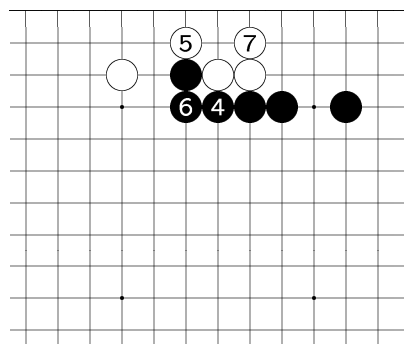
Var 2.2 von Zug 8 in Var 2: 8-15

8: If Black makes the two-step hane, White gives up his stones in the corner in exchange for a base on the right side.



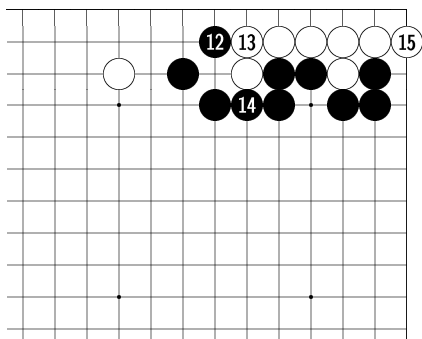
Var 2.1 von Zug 6 in Var 2: 6-15

6: Playing here in an attempt to capture White is hoping for too much. White lives easily on the top edge.

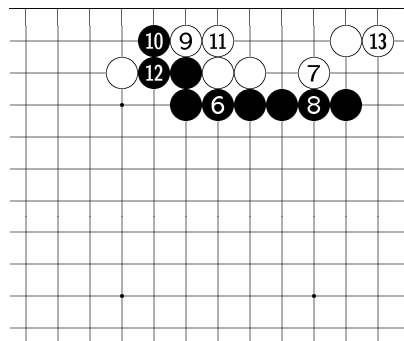


Var 3 von Zug 4 in Dia 2: 4-7

4: This is too mild, permitting White to link up.
7: This result makes it too easy for White.



Var 2.1.1 von Zug 12 in Var 2.1: 12-15

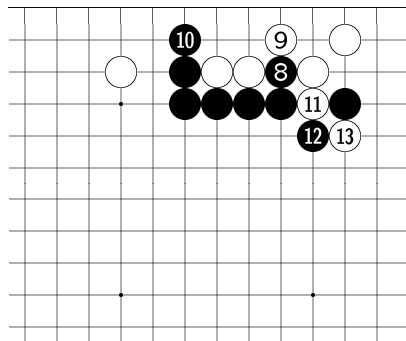


Var 4 von Zug 6 in Dia 2: 6-13

6: Black can make a tight connection.

7: White forces.

13: White lives. Black is satisfied with the outward influence he has built up.

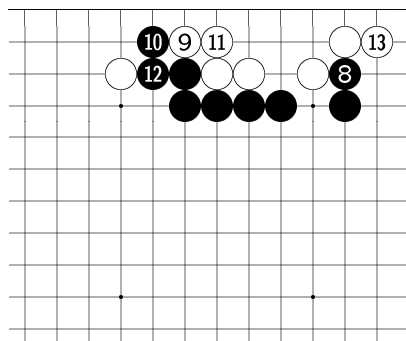


Var 4.1 von Zug 8 in Var 4: 8-13

8: This is unreasonable.

10: This is also unreasonable.

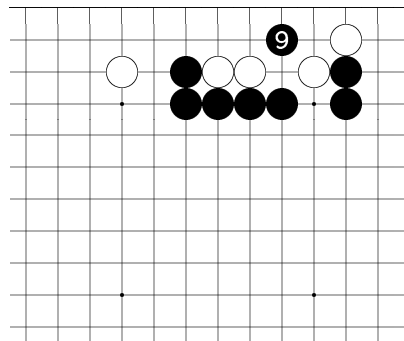
13: White gives up his two stones and cuts. He should be able to live.



Var 4.2 von Zug 8 in Var 4: 8-13

8: Black can play atekomi.

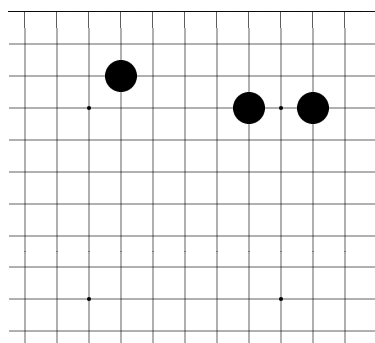
13: The result is similar to the one resulting from black connecting against the white peep.



Var 4.2.1 von Zug 9 in Var 4.2

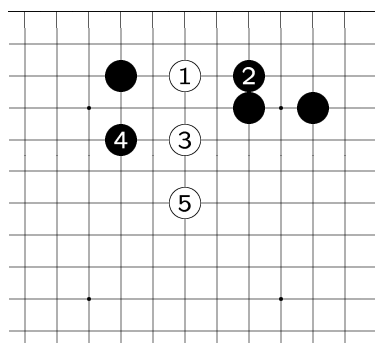
9: Black intends to peep here.

Chapter 3, Pattern 5



Dia 1

Black has made the extra-large knight extension from his corner enclosure. White can make a single-handed invasion.

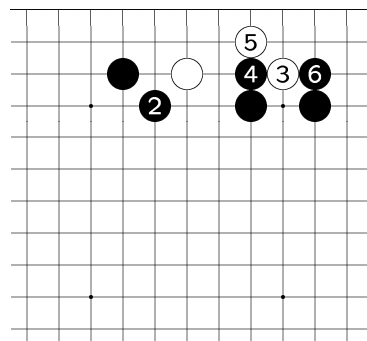


Dia 2: 1-5

1: When Black has made the wide extension, the single-handed invasion here is possible.

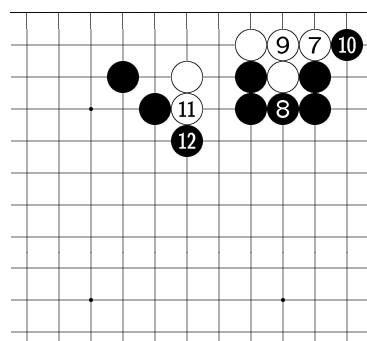
2: This move makes sure of the corner profit.

5: White heads for the centre. This is a straightforward joseki.

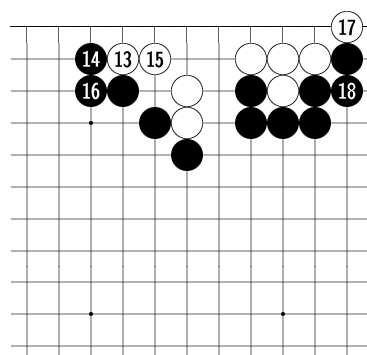


Var 1 von Zug 2 in Dia 2: 2-6

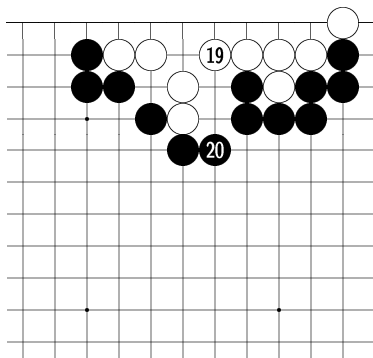
2: The aim of this move is to seal White in and force him to live on the side. Black gets outward thickness as compensation.



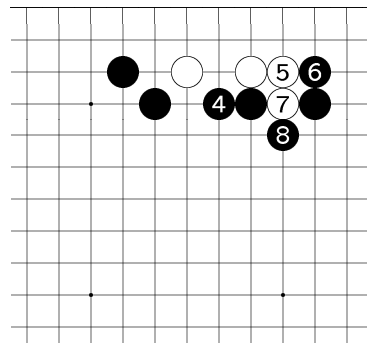
Var 1 (continued): 7-12



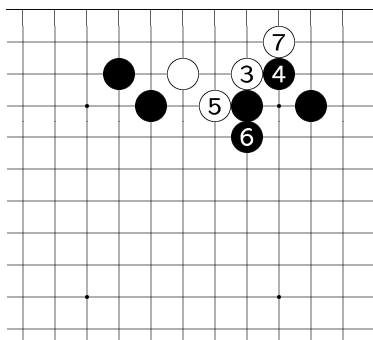
Var 1 (continued): 13-18



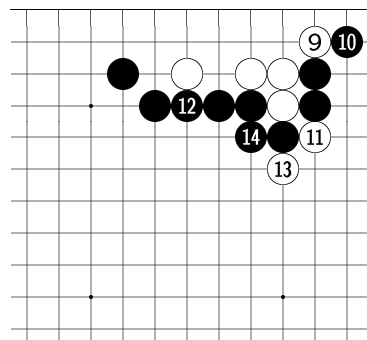
Var 1 (continued): 19-20



Var 1.1.1 von Zug 4 in Var 1.1: 4-8



Var 1.1 von Zug 3 in Var 1: 3-7



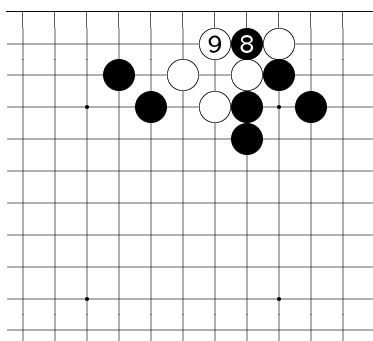
Var 1.1.1 (continued): 9-14

3: White attaches here when he is confident that he can win a ko fight.

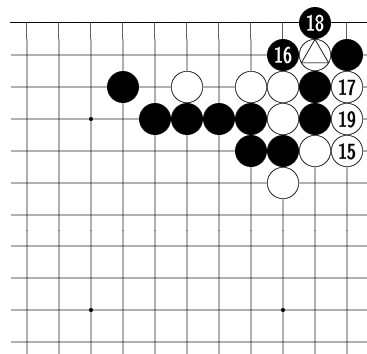
6: Extending here is essential.

7: A ko follows.

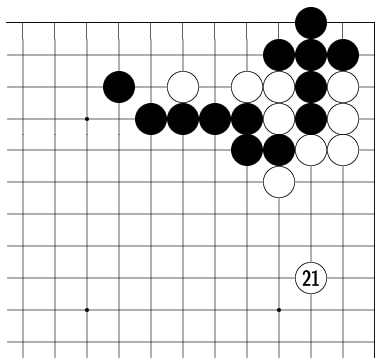
9: White's last plays were sacrifice stones so he can squeeze.



Var 1.1 (continued): 8-9

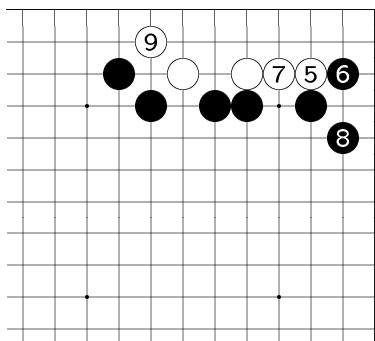


Var 1.1.1 (continued): 15-20
+ 20 auf △



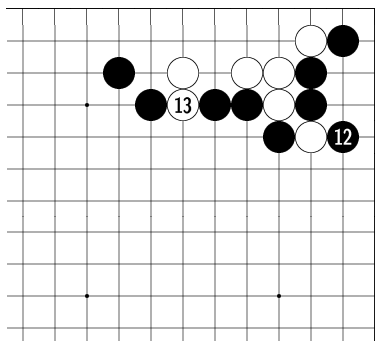
Var 1.1.1 (continued)

21: White secures his position on the right side.



Var 1.1.1.1 von Zug 5 in Var 1.1.1: 5-9

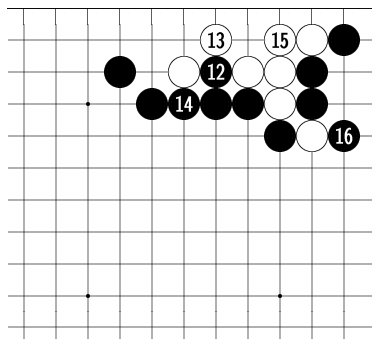
- 5: This is an interesting variation.
- 7: The solid connection here is best.
- 8: Black fixes up his shape.
- 9: White lives.



Var 1.1.1.2 von Zug 12 in Var 1.1.1: 12-13

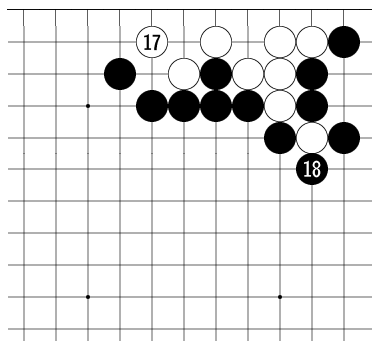
12: This is a bad move.

13: Black gets in trouble when White pushes through here.



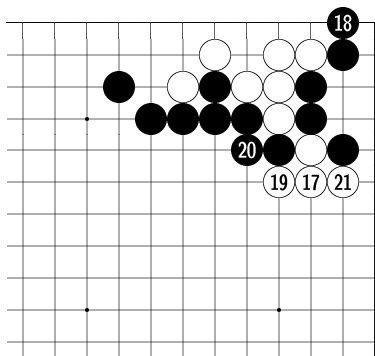
Var 1.1.1.3 von Zug 12 in Var 1.1.1: 12-16

14: If Black prefers to push and turn here, White connects and lives at the top.



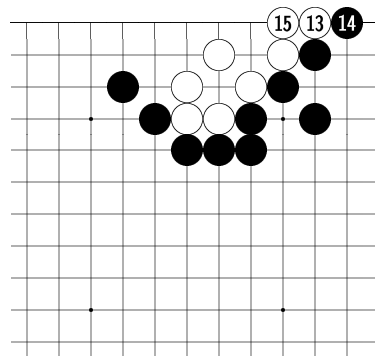
Var 1.1.1.3 (continued): 17-18

18: Black's ponnuki gives him nice outward thickness.



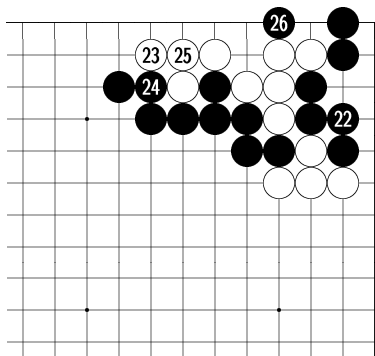
Var 1.1.1.3.1 von Zug 17 in Var 1.1.1.3: 17-21

17: Escaping is dangerous.
18: This is a good counter.



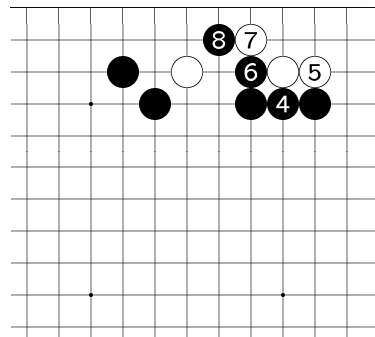
Var 1.1.2 (continued): 13-15

15: White lives.



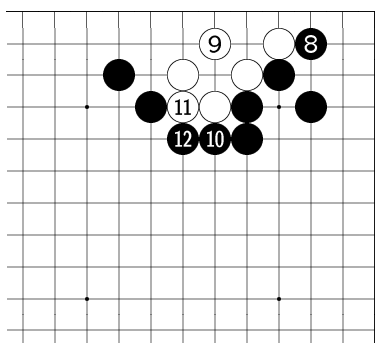
Var 1.1.1.3.1 (continued): 22-26

26: White's position is hopeless.

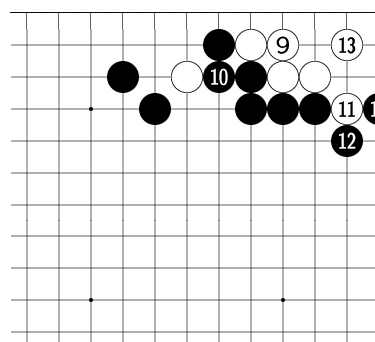


Var 1.2 von Zug 4 in Var 1: 4-8

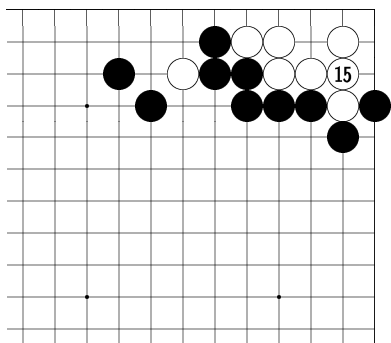
4: Black can also connect here.



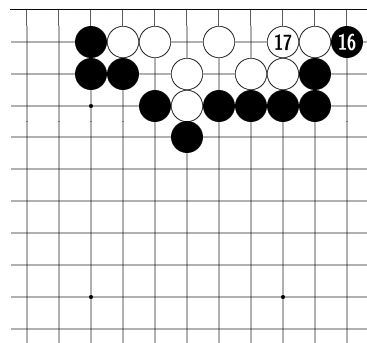
Var 1.1.2 von Zug 8 in Var 1.1: 8-12



Var 1.2 (continued): 9-14

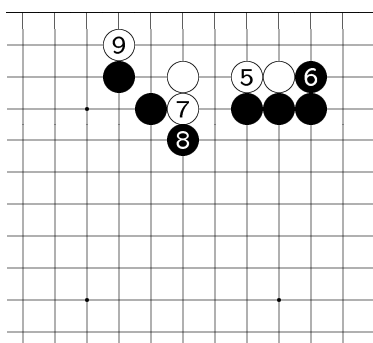


Var 1.2 (continued)



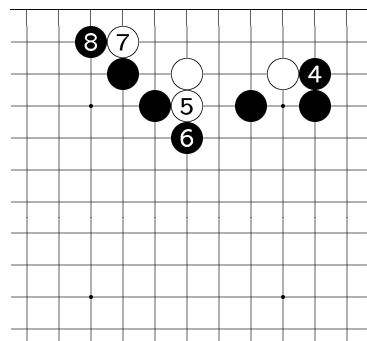
Var 1.2.1 (continued): 16-17

17: White lives. Black is satisfied with his outward influence.



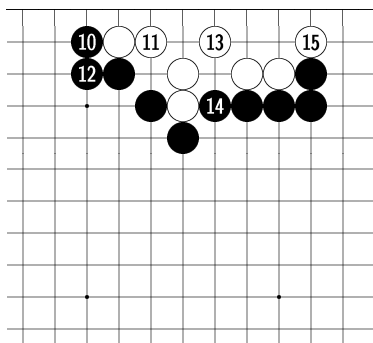
Var 1.2.1 von Zug 5 in Var 1.2: 5-9

5: White can pull back.

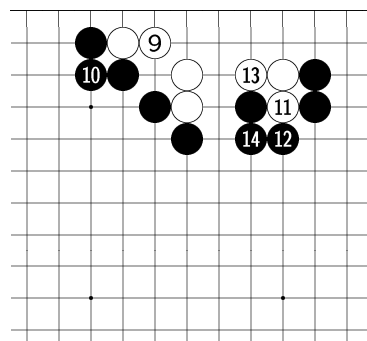


Var 1.3 von Zug 4 in Var 1: 4-8

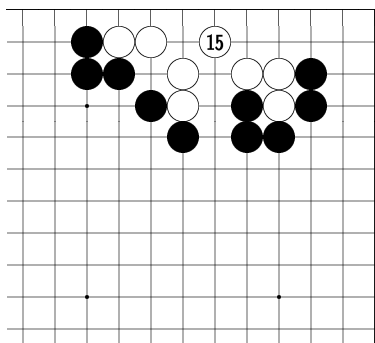
4: What if Black blocks here in the corner?



Var 1.2.1 (continued): 10-15

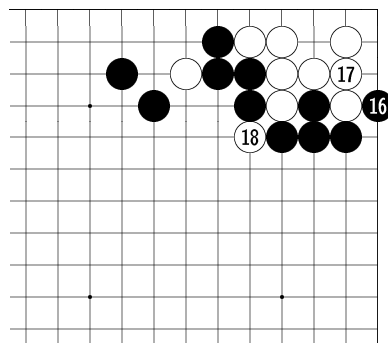


Var 1.3 (continued): 9-14



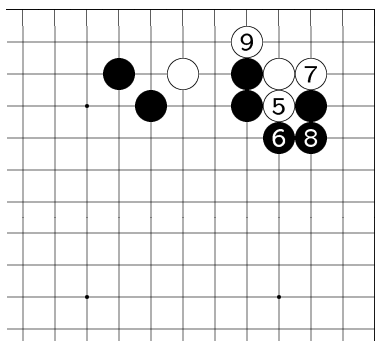
Var 1.3 (continued)

15: White gets a solid living shape. Black is satisfied with his outward influence.



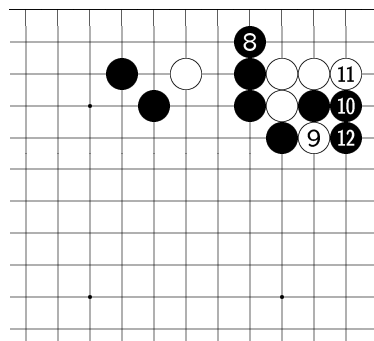
Var 1.4 (continued): 16-18

18: White can aim at cutting here later.



Var 1.4 von Zug 5 in Var 1: 5-9

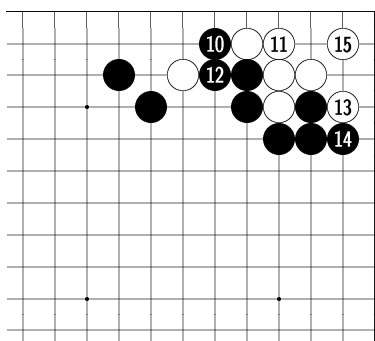
7: White might push up and turn here. If so, he is able to live solidly in the corner.

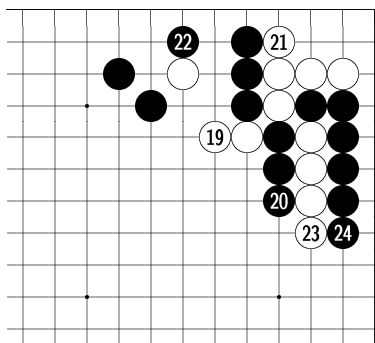


Var 1.4.1 von Zug 8 in Var 1.4: 8-12

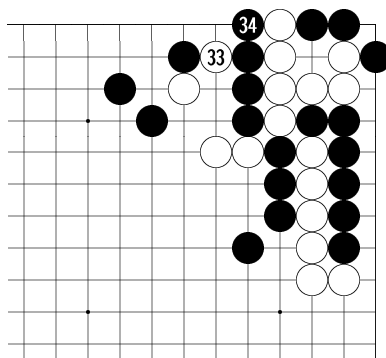
8: Attempting to capture the corner white group here is unreasonable.

9: White cuts and the continuation is forced.

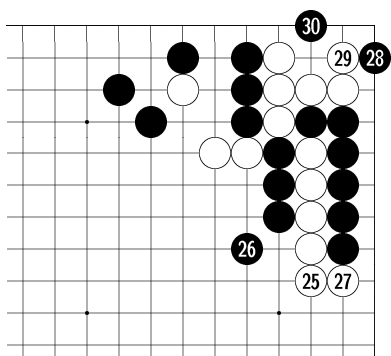




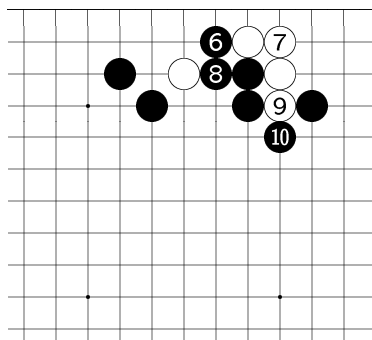
Var 1.4.1 (continued): 19-24



Var 1.4.1.1 von Zug 33 in Var 1.4.1: 33-34



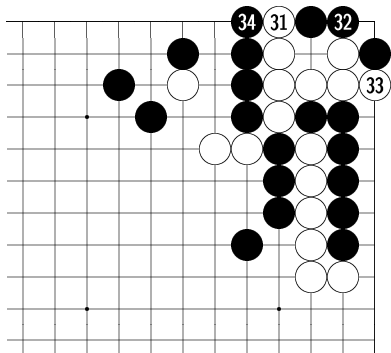
Var 1.4.1 (continued): 25-30



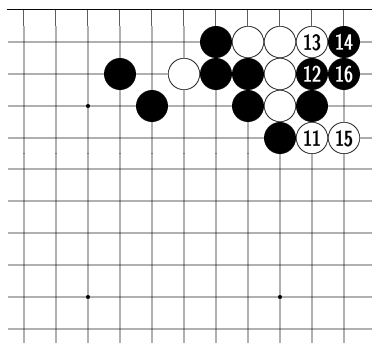
Var 1.5 von Zug 6 in Var 1: 6-10

28: Black gets an approach-move ko (yose ko) in the corner. Usually White would be able to fight this ko, but it depends on whether there are any big ko threats.

9: Black naturally pushes and cuts.

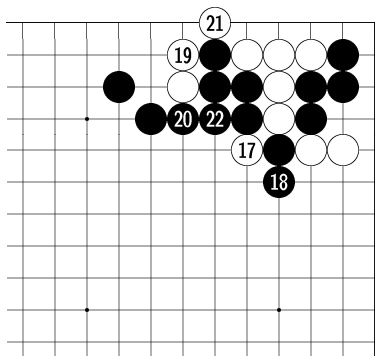


Var 1.4.1 (continued): 31-34

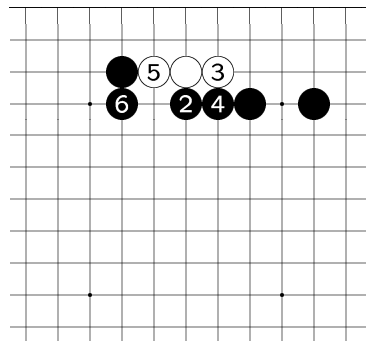


Var 1.5 (continued): 11-16

12: When Black attempts to capture, a semeai follows.

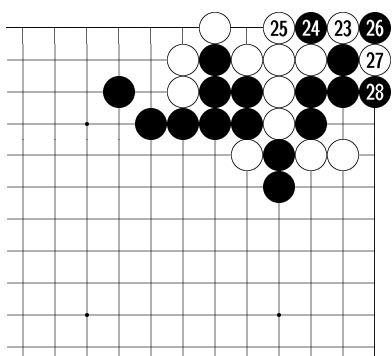


Var 1.5 (continued): 17-22



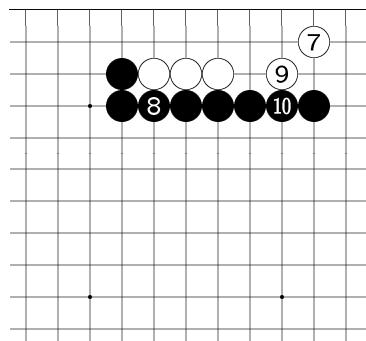
Var 2 von Zug 2 in Dia 2: 2-6

2: Attaching here is a straightforward move.



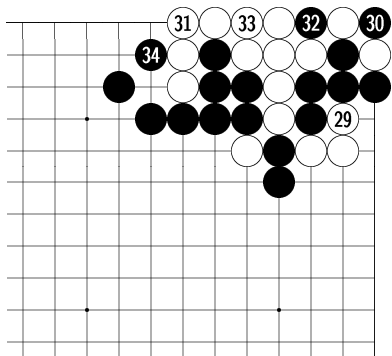
Var 1.5 (continued): 23-28

24: A ko results.



Var 2 (continued): 7-10

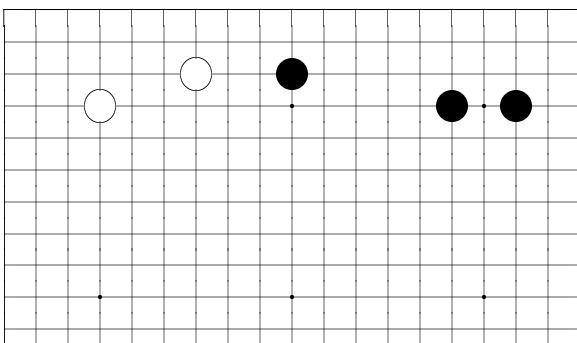
10: White can live in sente, but Black completes an impressively solid wall. Black's thickness gives him a favourable result.



Var 1.5 (continued): 29-34

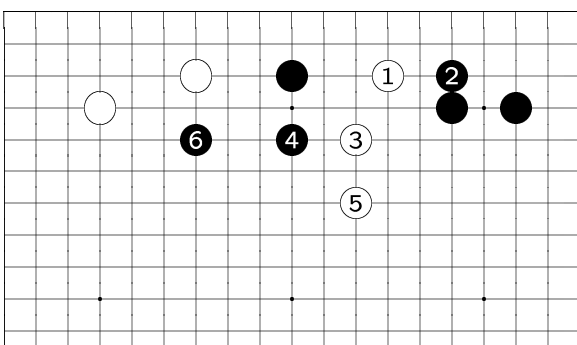
34: White connects twice before fighting to ko. His prospects seem reasonable.

Chapter 3, Pattern 6



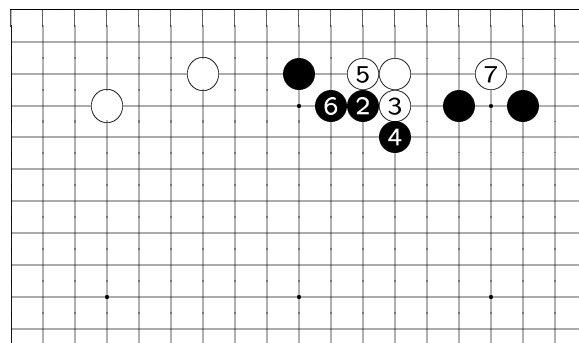
Dia 1

Black's formation at the top faces a white formation to the left. What is the best invasion point for White?



Dia 2: 1-6

- 1: With this formation this is the only move. It works well in conjunction with the back-up stone to the left.
- 2: Defending the corner here is the standard move.
- 5: After jumping lightly, White keeps moving out into the centre one step ahead of Black. A fight in the centre follows.

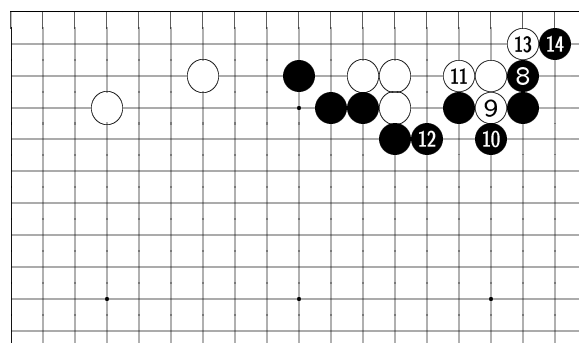


Var 1 von Zug 2 in Dia 2: 2-7

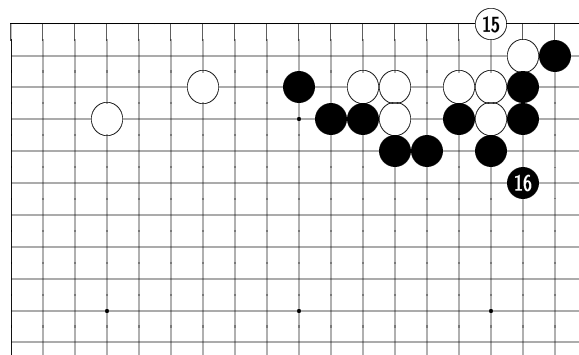
2: Pressing here is also a standard move in this formation.

3: White should push up before turning.

7: White plays this peep as a probe.

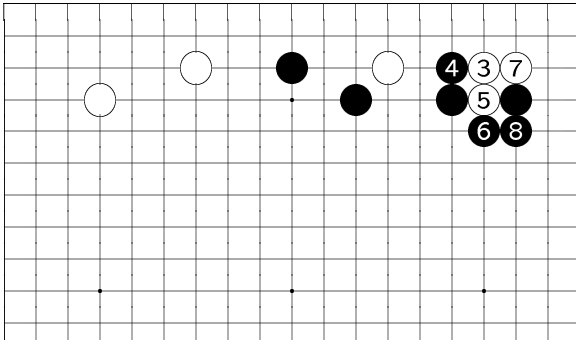


Var 1 (continued): 8-14



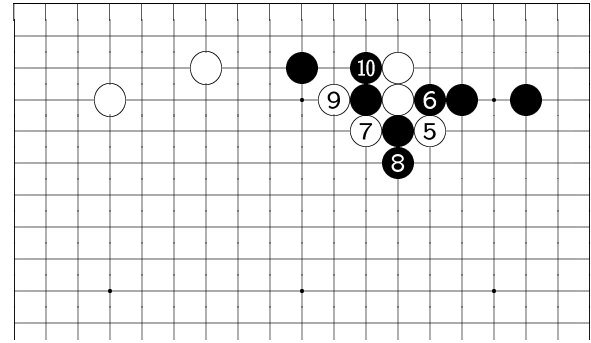
Var 1 (continued): 15-16

16: White lives while Black builds thickness.



Var 1.1 von Zug 3 in Var 1: 3-8

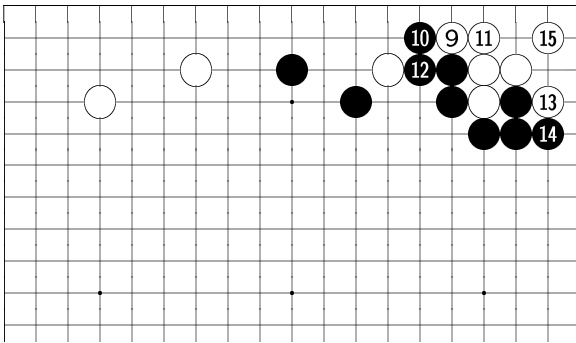
3: White can also switch to the corner.



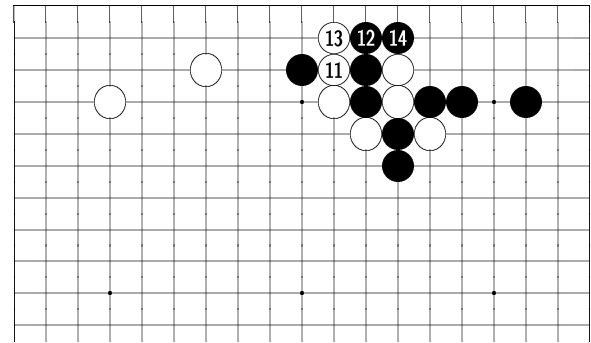
Var 1.2 von Zug 5 in Var 1: 5-10

5: White can also make the hane.

7: After Black cut immediately, White breaks through with this continuation.

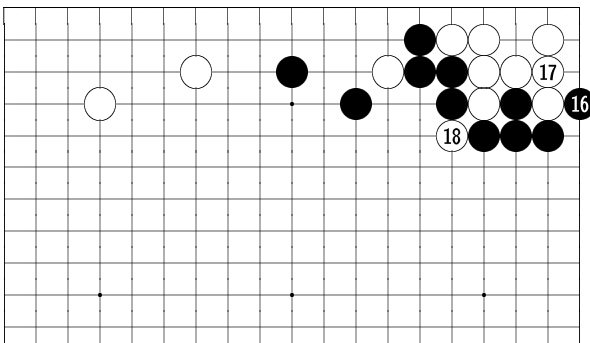


Var 1.1 (continued): 9-15



Var 1.2 (continued): 11-14

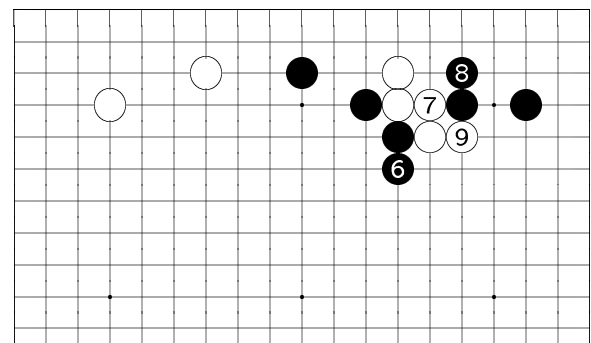
14: The result seems to be equal.



Var 1.1 (continued): 16-18

17: White lives.

18: Black has to worry about the threat of this cut later.

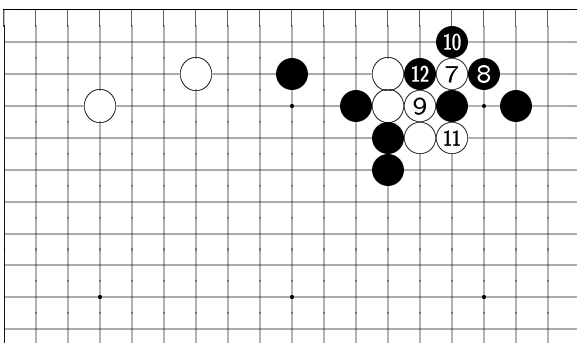


Var 1.2.1 von Zug 6 in Var 1.2: 6-9

6: This is an aggressive move.

8: Black seizes the vital point of White's shape.

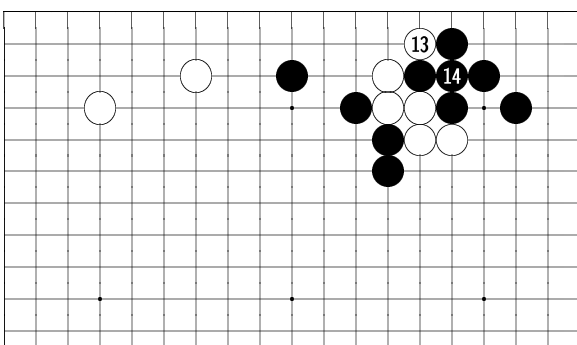
9: A difficult fight follows after this move.



Var 1.2.1.1 von Zug 7 in Var 1.2.1: 7-12

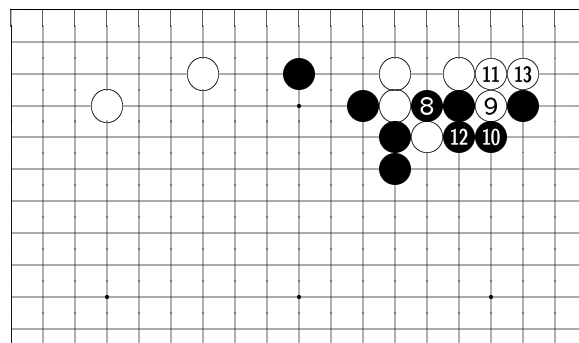
7: If White wants to settle his group, he attaches here.

8: This is just what White wants.



Var 1.2.1.1 (continued): 13-14

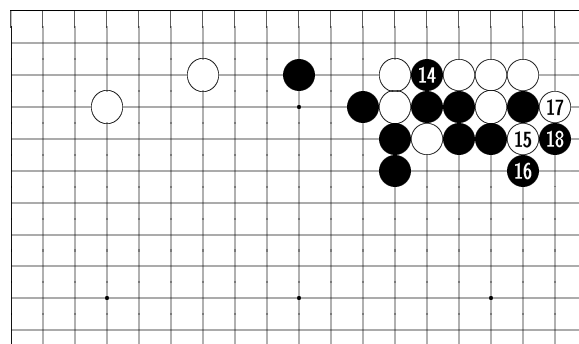
13: White has got sabaki shape.



Var 1.2.1.1.1 von Zug 8 in Var 1.2.1.1: 8-13

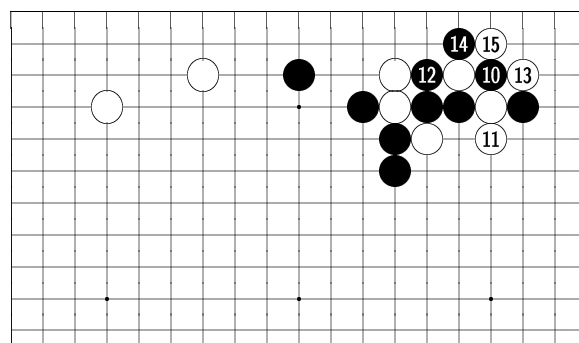
8: Black can counterattack by cutting here.

9: This is a tesuji.



Var 1.2.1.1.1 (continued): 14-18

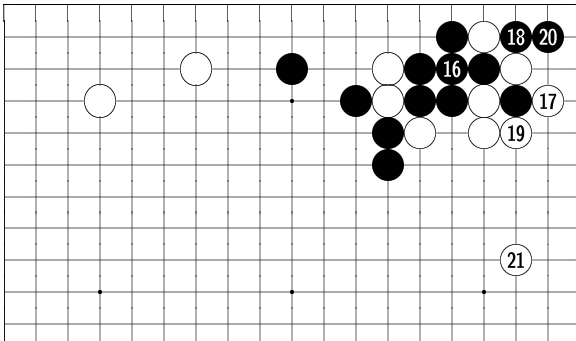
18: This is a reasonable result for both.



Var 1.2.1.1.1.1 von Zug 10 in Var 1.2.1.1.1: 10-15

13: White gives a counter-atari.

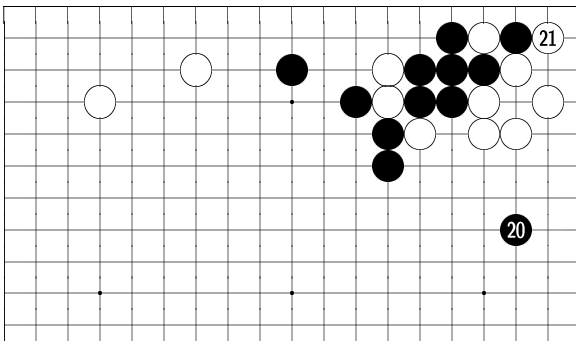
14: This continuation is likely.



Var 1.2.1.1.1.1 (continued): 16-21

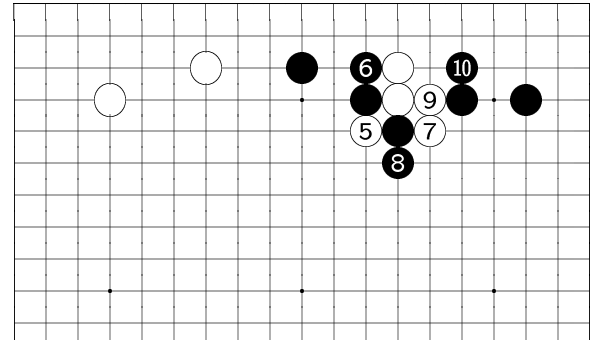
19: White's ponnuki gives him a flexible shape and, since there are two miai points, he has no worries about his group.

20: When Black takes one of the miai points, White takes the other.



Var 1.2.1.1.1.1 von Zug 20 in Var 1.2.1.1.1.1: 20-21

20: When Black takes one of the miai points, White takes the other.

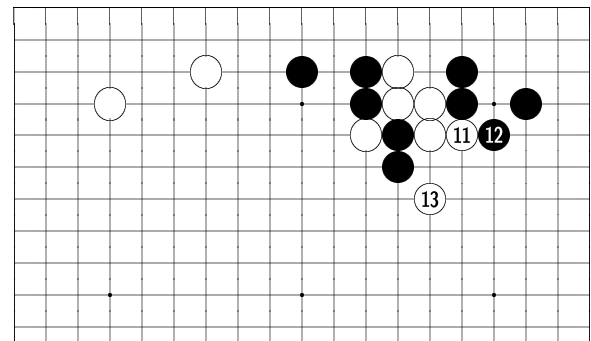


Var 1.3 von Zug 5 in Var 1: 5-10

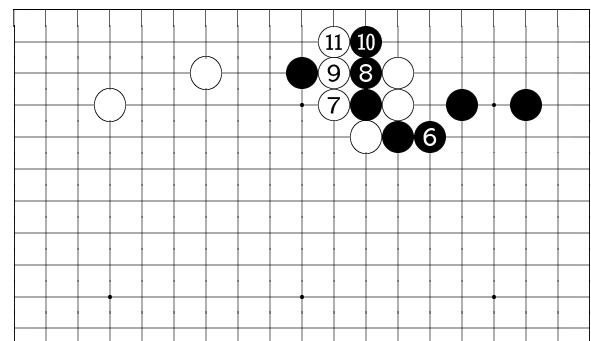
5: White can also cut here.

6: This is a severe move.

7: White has to content himself with escaping to the centre with this continuation.

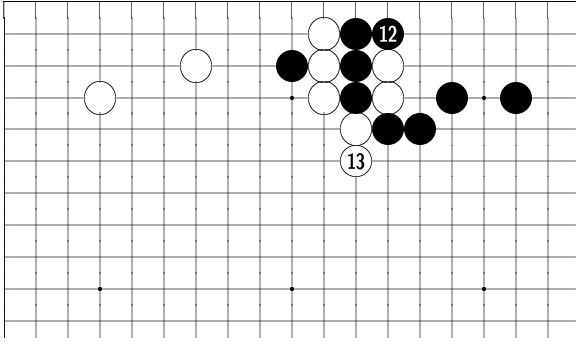


Var 1.3 (continued): 11-13



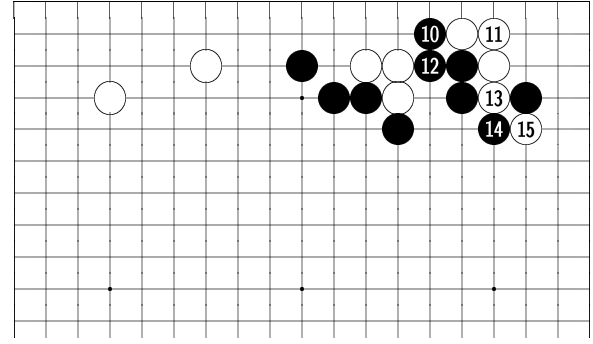
Var 1.3.1 von Zug 6 in Var 1.3: 6-11

6: Pulling back here is a little too mild.



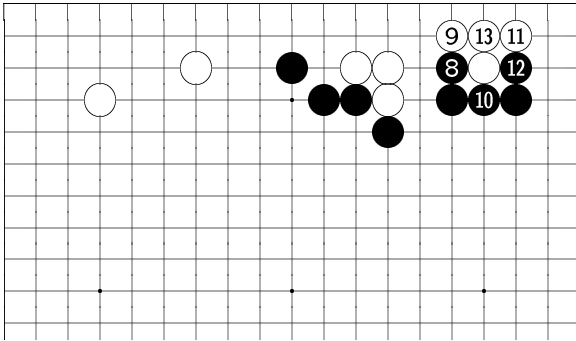
Var 1.3.1 (continued): 12-13

13: After White has made this exchange, he still has various kinds of aji in the corner. This is not satisfactory for Black.

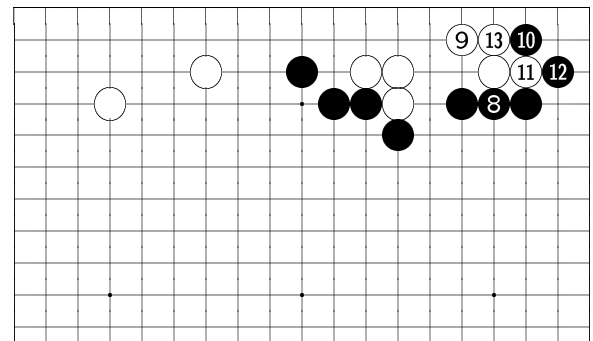


Var 1.4.1 von Zug 10 in Var 1.4: 10-15

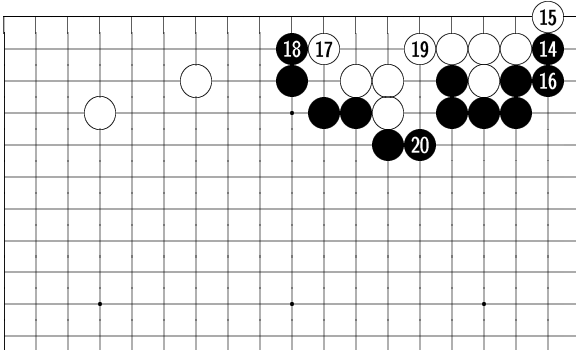
15: White pushes up and cuts and takes the corner. The size of his corner is adequate compensation for giving up the three stones to the left, so White is satisfied.



Var 1.4 von Zug 8 in Var 1: 8-13



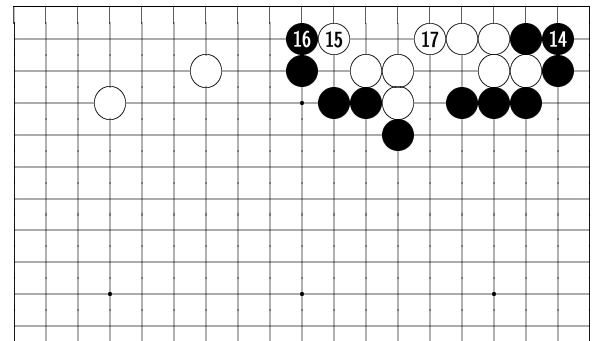
Var 1.5 von Zug 8 in Var 1: 8-13



Var 1.4 (continued): 14-20

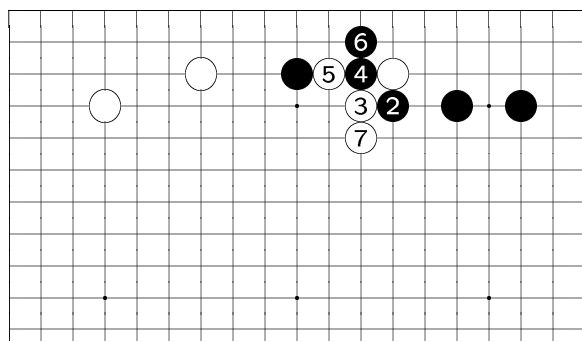
20: White lives. Black reinforces here and is satisfied with his outward influence.

11: After Black attacks, White forces twice, then lives.



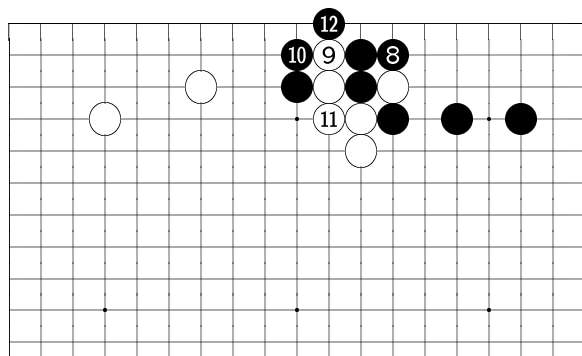
Var 1.5 (continued): 14-17

17: Black is still satisfied with his outward influence.



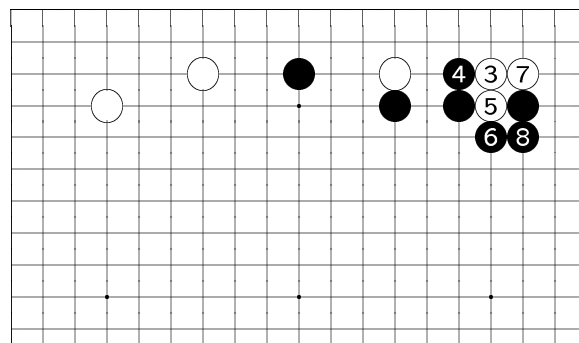
Var 2 von Zug 2 in Dia 2: 2-7

2: Attaching on top is also joseki.
7: After Black's crosscut, this is an effective combination.



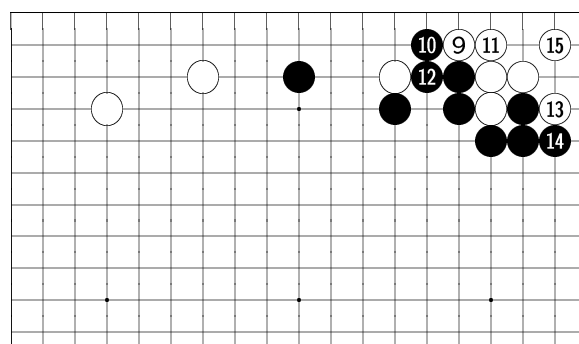
Var 2 (continued): 8-12

8: This is the usual answer.

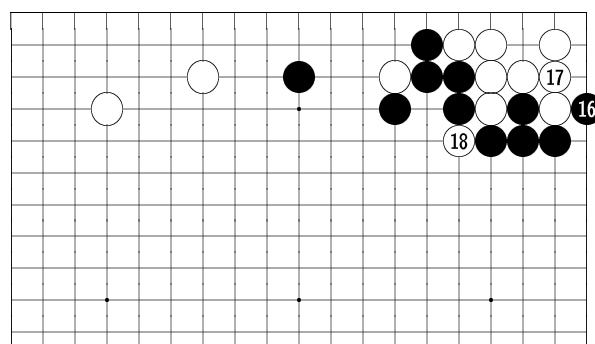


Var 2.1 von Zug 3 in Var 2: 3-8

3: White can live by jumping into the corner immediately.



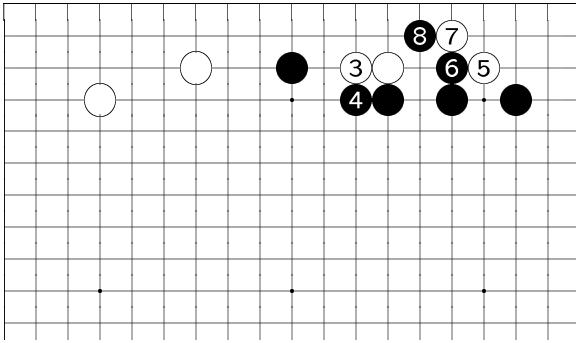
Var 2.1 (continued): 9-15



Var 2.1 (continued): 16-18

17: White lives.

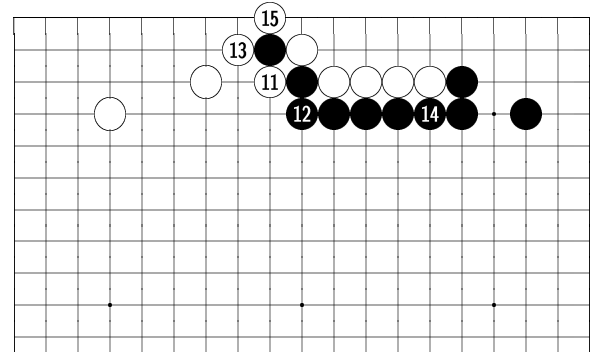
18: Black has to worry about the threat of this cut later.



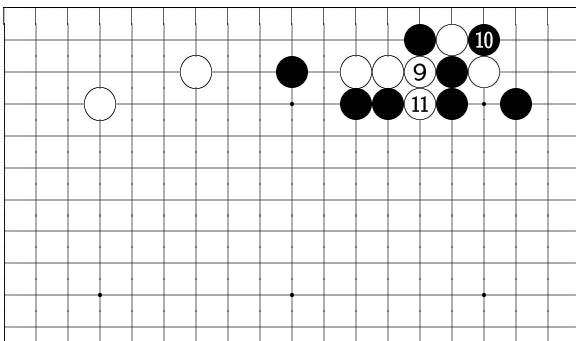
Var 2.2 von Zug 3 in Var 2: 3-8

4: Black pushes along.

5: Playing a probe here is correct timing.

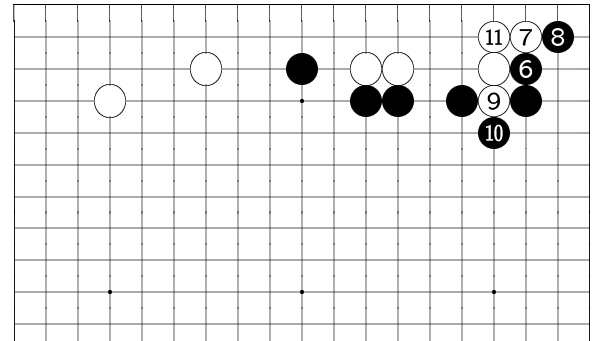


Var 2.2.1 (continued): 11-15



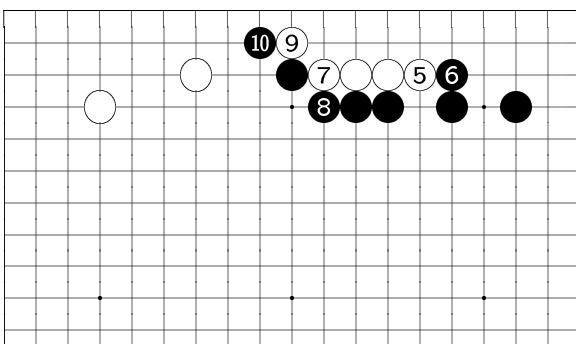
Var 2.2 (continued): 9-11

9: After cutting, White extricates himself.



Var 2.2.2 von Zug 6 in Var 2.2: 6-11

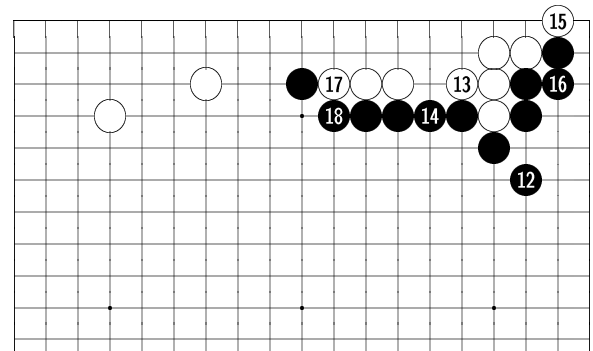
11: This and the previous two White moves are the correct order.



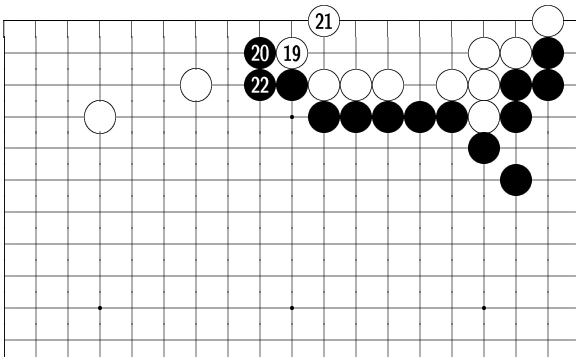
Var 2.2.1 von Zug 5 in Var 2.2: 5-10

5: Extending here is a straightforward move.

6: If Black strengthens the corner, White connects underneath with this continuation.



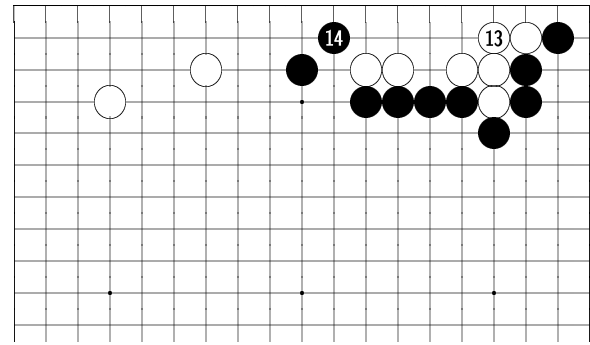
Var 2.2.2 (continued): 12-18



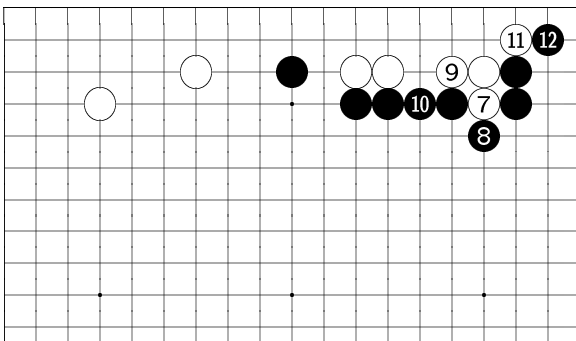
Var 2.2.2 (continued): 19-22

21: White lives.

22: Black is satisfied with his thickness.



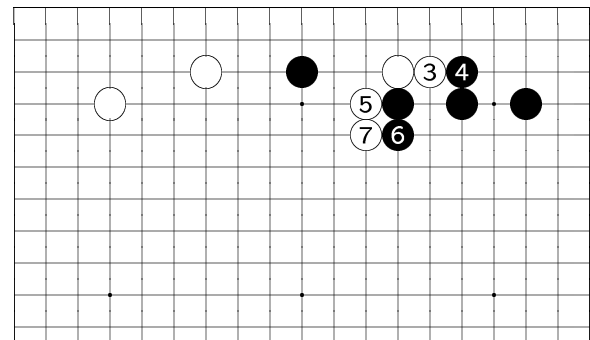
Var 2.2.2.1 (continued): 13-14



Var 2.2.2.1 von Zug 7 in Var 2.2.2: 7-12

7: Changing White's move order by playing here first is risky.

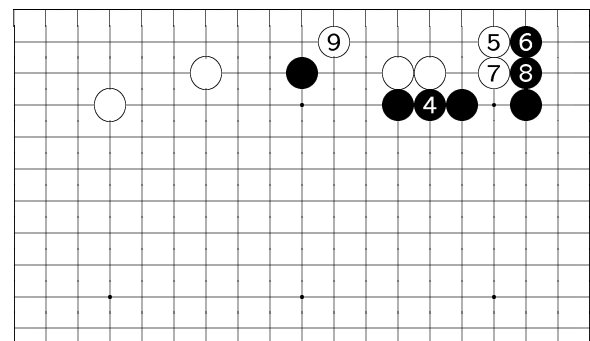
10: Once Black has reinforced here, he may attempt to capture White as shown in this continuation instead of defending the cutting point on the right side. This is quite dangerous for White.



Var 2.3 von Zug 3 in Var 2: 3-7

3: White can also extend here.

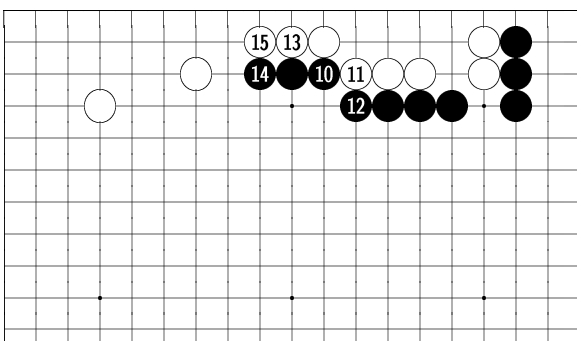
7: After the hane, Black pushes into the centre. He aims at attacking the black stone to the left.



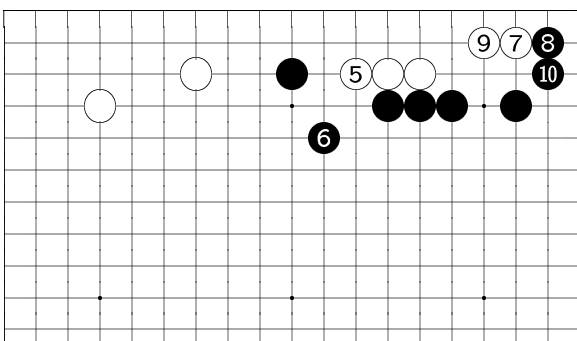
Var 2.3.1 von Zug 4 in Var 2.3: 4-9

4: Blocking here enables Black to build up powerful thickness. White abandons hope of

getting out to the centre and instead links up along the side.

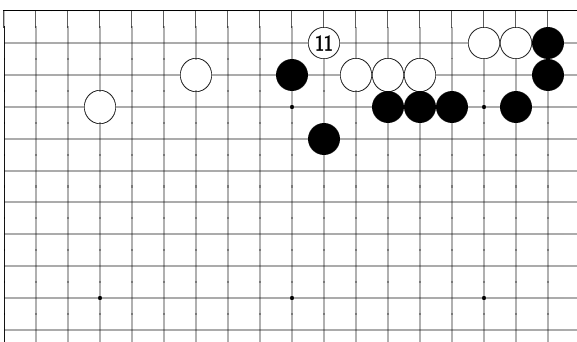


Var 2.3.1 (continued): 10-15



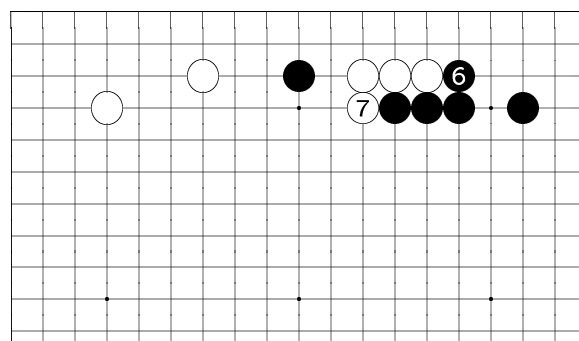
Var 2.3.1.1 von Zug 5 in Var 2.3.1: 5-10

5: White can also extend here.
6: With this move, White can live in the corner.



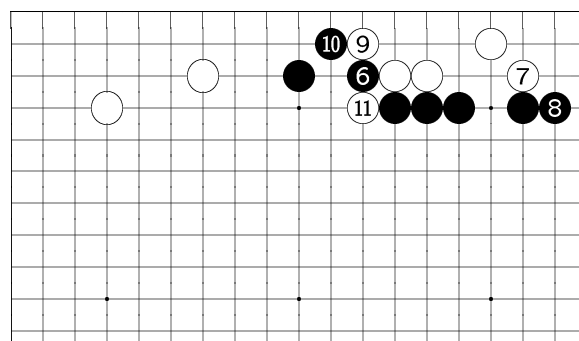
Var 2.3.1.1 (continued)

11: White lives.



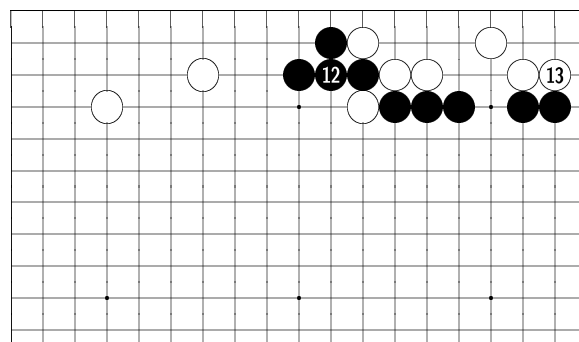
Var 2.3.1.1.1 von Zug 6 in Var 2.3.1.1: 6-7

6: Black can also emphasize the corner by blocking here.
7: White moves out.



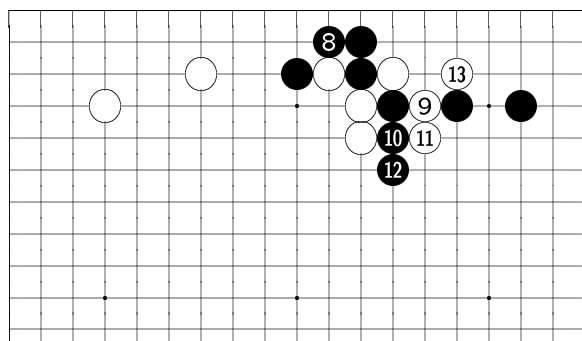
Var 2.3.1.2 von Zug 6 in Var 2.3.1: 6-11

6: The aim of this move is to seal White in.



Var 2.3.1.2 (continued): 12-13

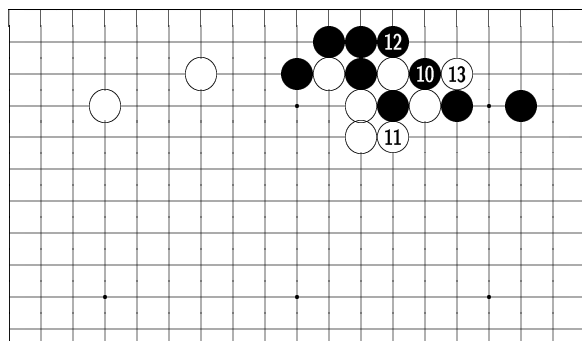
13: White lives and Black gets his outside influence.



Var 2.4 von Zug 8 in Var 2: 8-13

8: Connecting underneath here is questionable.

13: After breaking through, White lays waste to the corner. This result looks good for White.

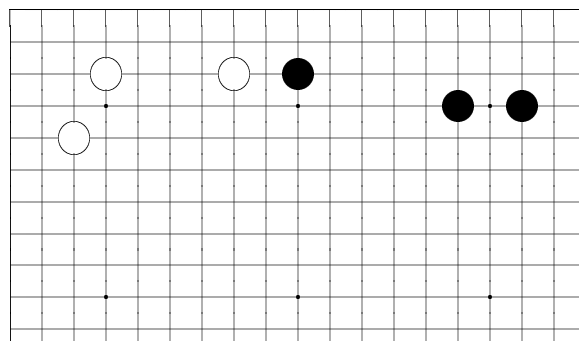


Var 2.4.1 von Zug 10 in Var 2.4: 10-13

10: Giving this counter-atari is feasible.

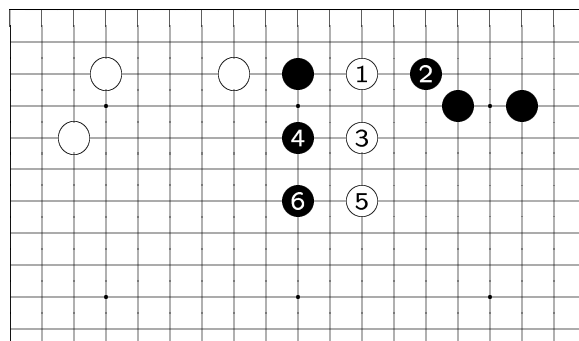
13: Black has to worry about the possibility of this move.

Chapter 3, Pattern 7



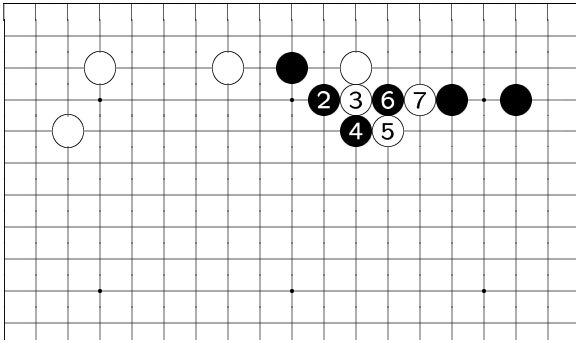
Dia 1

White's extension is one space closer to Black's formation than in Pattern 6. This position often comes up in actual play.



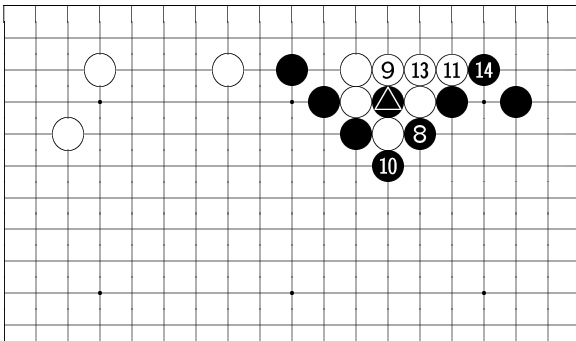
Dia 2: 1-6

1: When White has made the close-up extension, this is the correct invasion point.



Var 1 von Zug 2 in Dia 2: 2-7

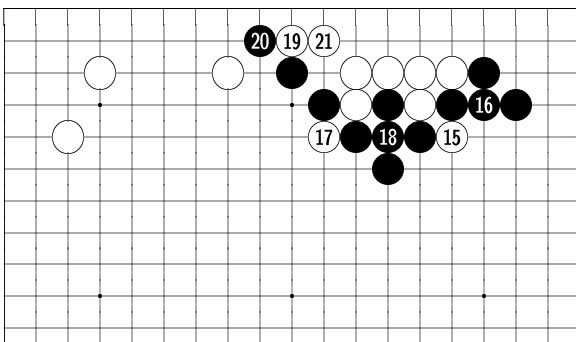
2: This is the strongest answer to the invasion.



Var 1 (continued): 8-14

+ 12 auf

8: This is the tesuji.

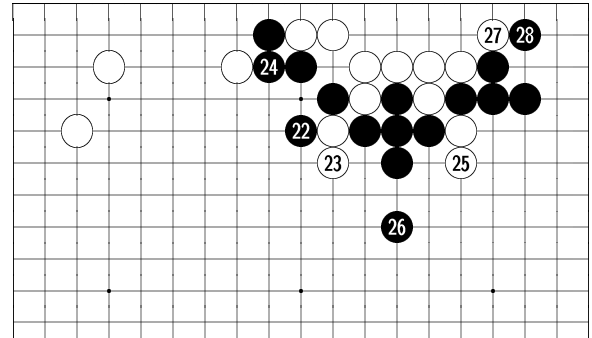


Var 1 (continued): 15-21

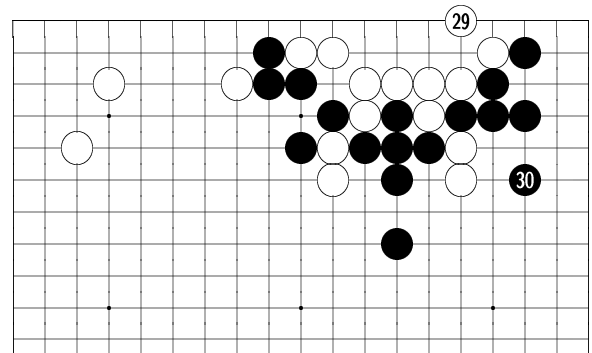
15: This cut creates aji for White to aim at later.

17: This cut also creates aji for White.

19: The standard sequence, in which every move is carefully timed, follows.



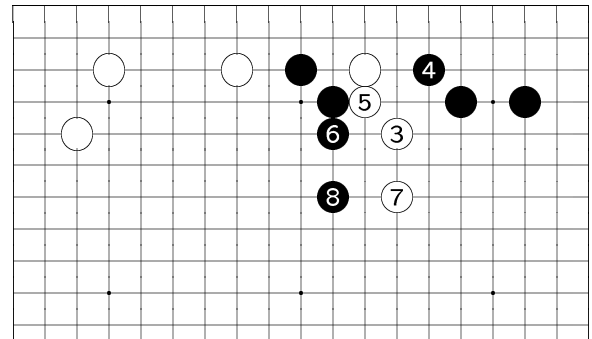
Var 1 (continued): 22-28



Var 1 (continued): 29-30

29: White lives.

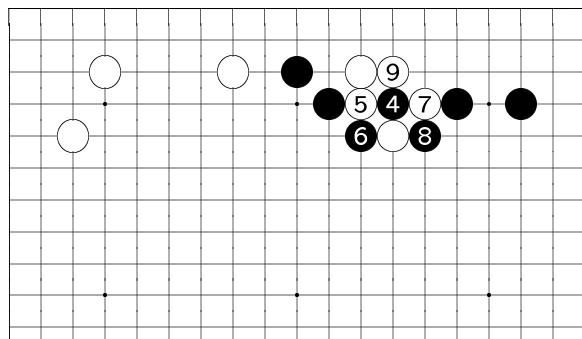
30: Black gets satisfactory thickness.



Var 1.1 von Zug 3 in Var 1: 3-8

4: After White's last move, this is the key point for Black; it both defends the corner and spoils White's shape.

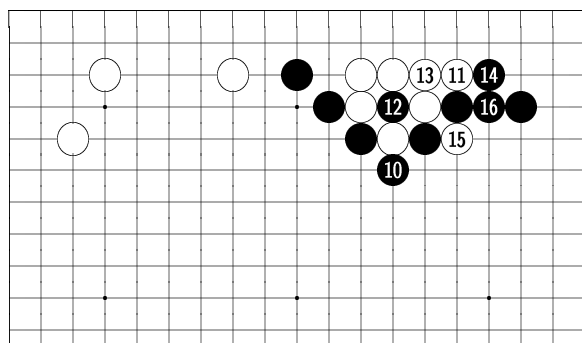
8: In the centre fight which follows, both sides have equal chances.



Var 1.1.1 von Zug 4 in Var 1.1: 4-9

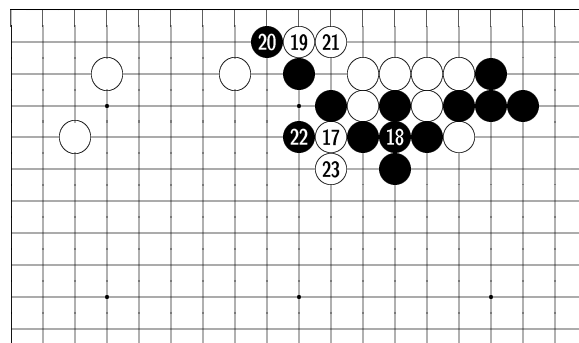
4: Driving a wedge into White is a strong move.

8: This is the tesuji.



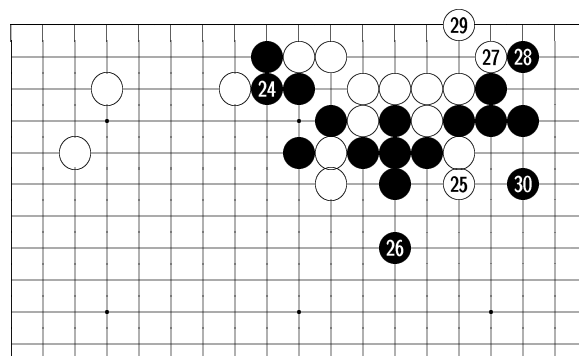
Var 1.1.1 (continued): 10-16

15: This cut creates aji for White.



Var 1.1.1 (continued): 17-23

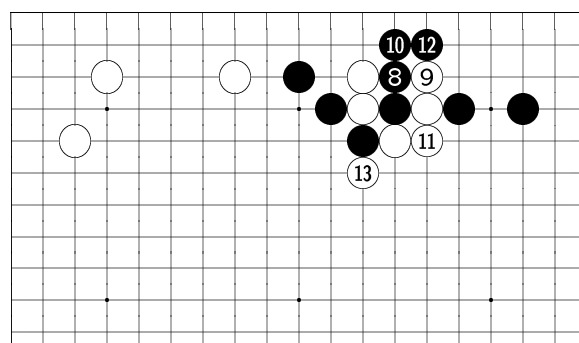
17: This cut also creates aji for White.



Var 1.1.1 (continued): 24-30

29: White lives.

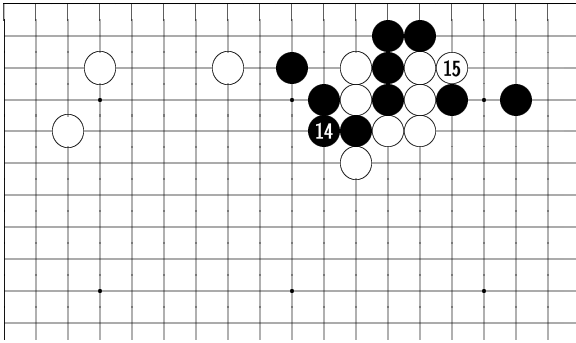
30: Black gets satisfactory thickness.



Var 1.1.1.1 von Zug 8 in Var 1.1.1: 8-13

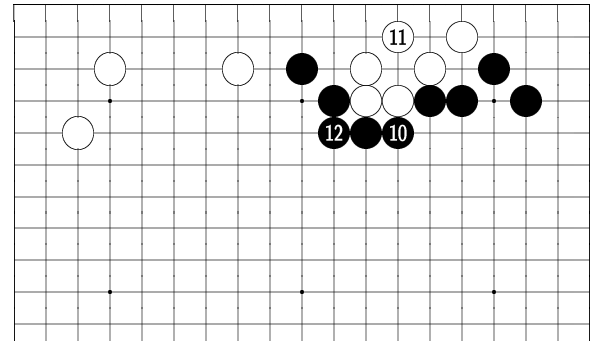
8: Extending here is bad.

9: White pushes through.



Var 1.1.1.1 (continued): 14-15

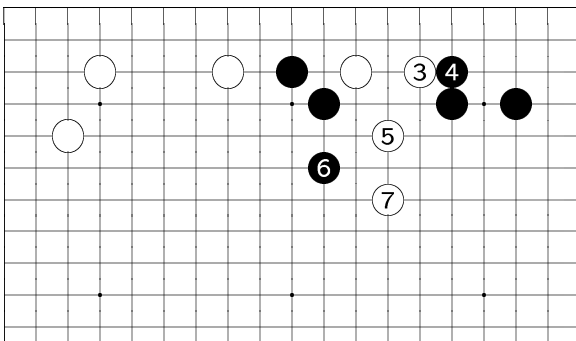
15: Black suffers a bad loss in the corner. Capturing two stones is no compensation.



Var 1.2.1 (continued): 10-12

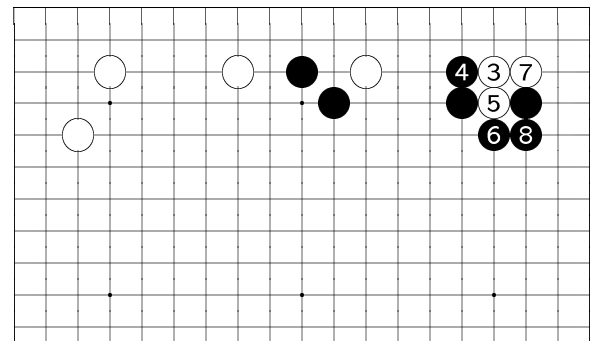
11: White can live.

12: But Black blocks off his access to the centre, so White is dissatisfied.



Var 1.2 von Zug 3 in Var 1: 3-7

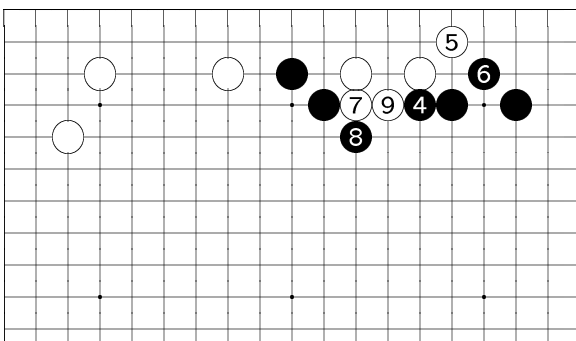
4: If White can get Black to answer his forcing move here, he gets a much more comfortable shape with his next move.



Var 1.3 von Zug 3 in Var 1: 3-8

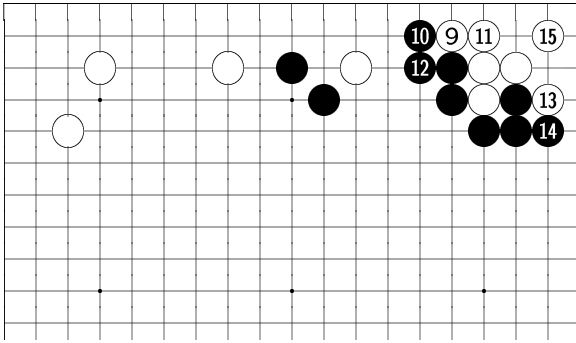
3: Playing this probe is a possible strategy.

5: If Black blocks as in the previous move, this continuation is joseki.

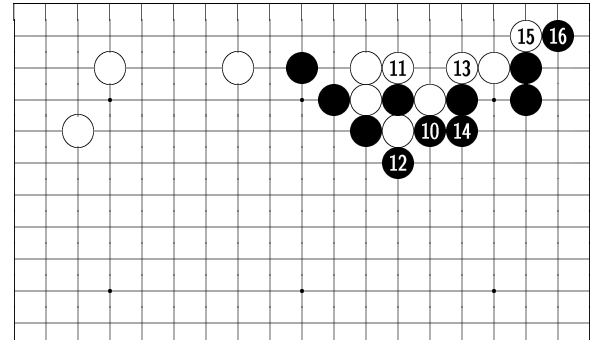


Var 1.2.1 von Zug 4 in Var 1.2: 4-9

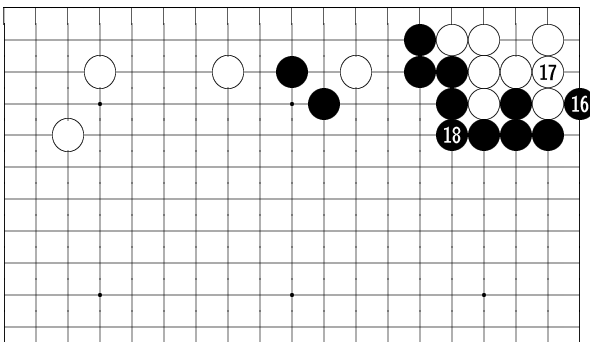
4: When White tries to force, he has to expect Black to counter here.



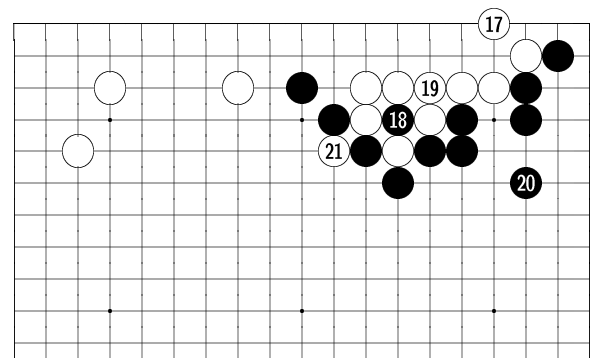
Var 1.3 (continued): 9-15



Var 1.3.1 (continued): 10-16



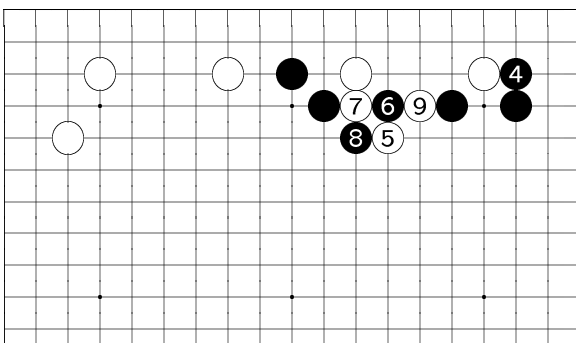
Var 1.3 (continued): 16-18



Var 1.3.1 (continued): 17-21

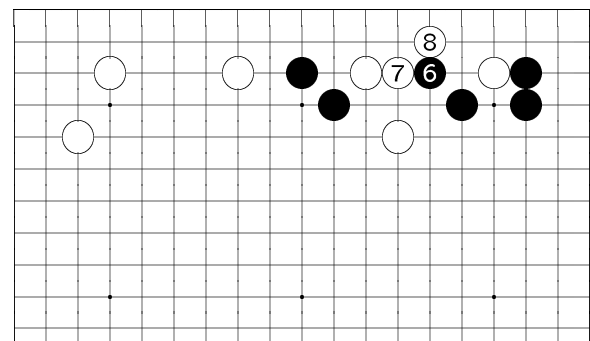
17: White takes the corner.
18: Black builds a solid wall on the outside.

19: White lives.
20: Black builds up influence.
21: But Black is dissatisfied with the defect in his shape here.



Var 1.3.1 von Zug 4 in Var 1.3: 4-9

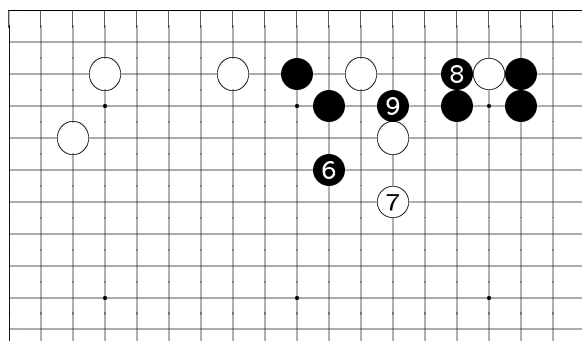
4: Black can also block here.



Var 1.3.1.1 von Zug 6 in Var 1.3.1: 6-8

6: Playing here instead of cutting across White's knight's move gives White an effective next move.

7: This makes good use of White's probe, setting up the following hane.

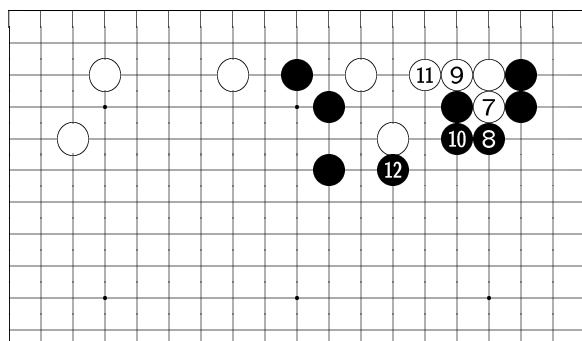


Var 1.3.1.2 von Zug 6 in Var 1.3.1: 6-9

6: Black can also jump.

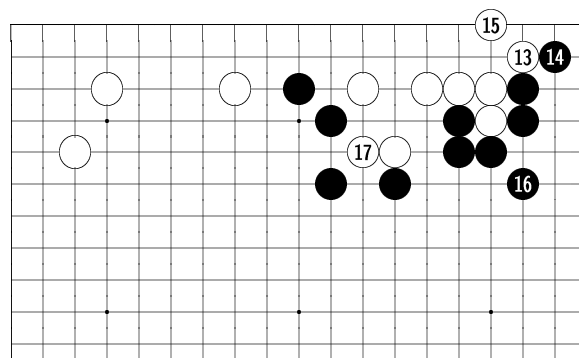
8: Black takes a firm grip on the white stone.

9: Black aims at this aji. However, there is no guarantee that White will play so peacefully.



Var 1.3.1.2.1 von Zug 7 in Var 1.3.1.2: 7-12

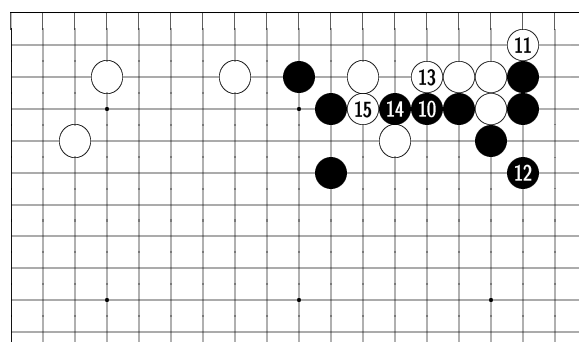
7: Instead of the conventional jump, White may make the more vigorous response here.



Var 1.3.1.2.1 (continued): 13-17

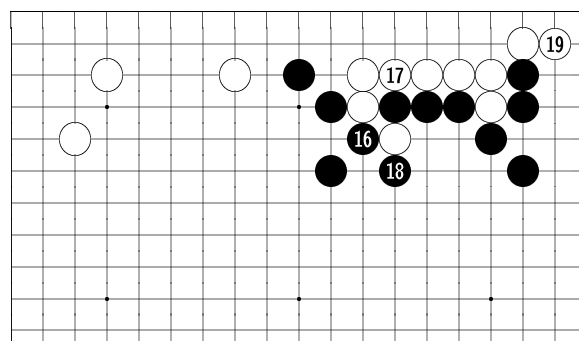
16: The continuation up to here is probable.

17: The threat of this move is quite severe.



Var 1.3.1.2.1.1 von Zug 10 in Var 1.3.1.2.1: 10-15

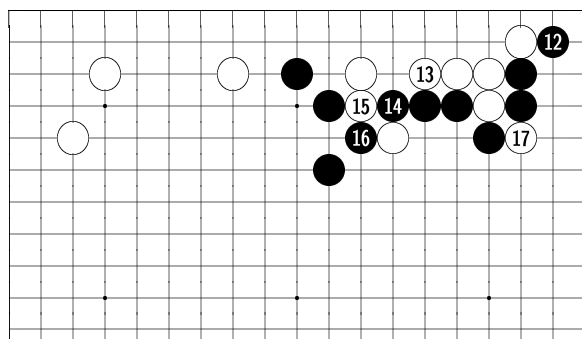
10: Black might extend here.



Var 1.3.1.2.1.1 (continued): 16-19

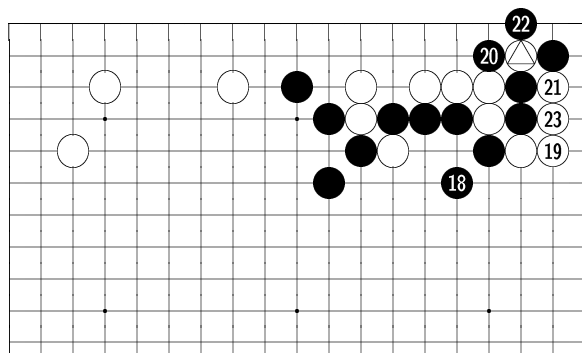
18: The result up to here gives Black good aji.

19: But getting in this extension means that White has no cause for dissatisfaction.



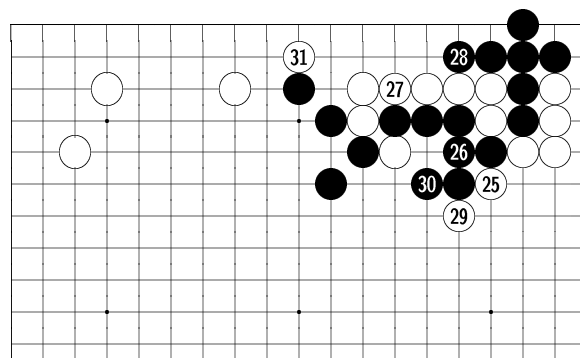
Var 1.3.1.2.1.1.1 von Zug 12 in Var 1.3.1.2.1.1: 12-17

12: This is an aggressive move.
17: White naturally cuts, starting a difficult fight.



Var 1.3.1.2.1.1.1 (continued): 18-24

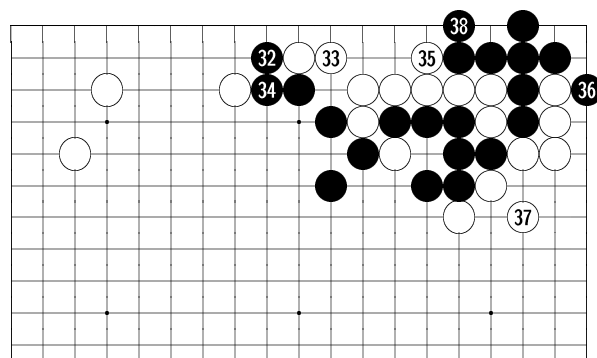
+ 24 auf



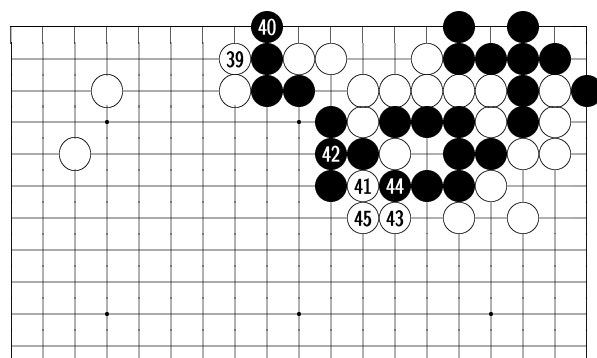
Var 1.3.1.2.1.1.1 (continued): 25-31

27: A semeai follows in the corner.

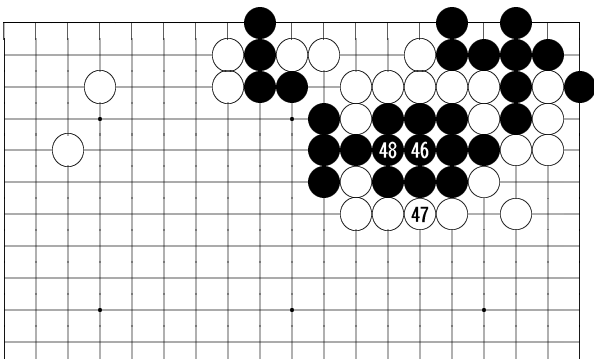
28: This move enables Black to win the fight, but in the continuation White squeezes and builds up outward influence in sente.



Var 1.3.1.2.1.1.1 (continued): 32-38

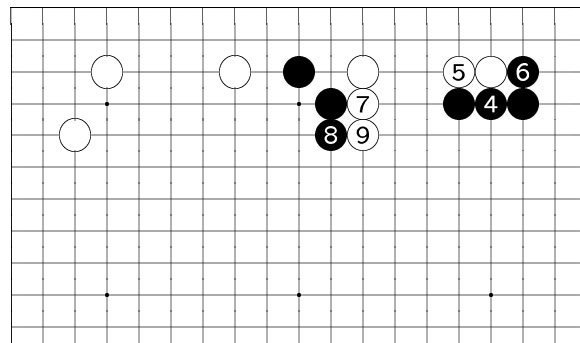


Var 1.3.1.2.1.1.1 (continued): 39-45



Var 1.3.1.2.1.1.1 (continued): 46-48

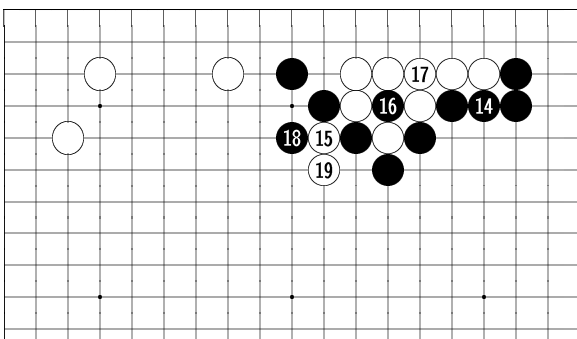
48: This result, building outward influence in sente, looks satisfactory for White.



Var 1.3.2 von Zug 4 in Var 1.3: 4-9

4: This is a peaceful move.

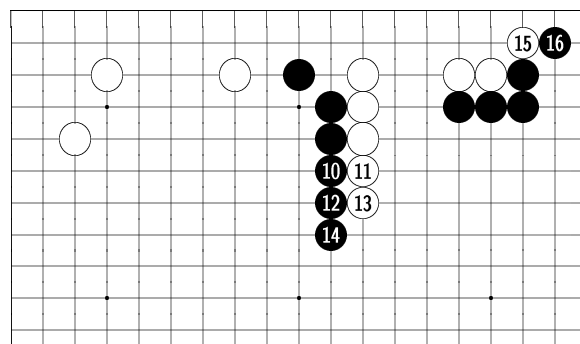
7: After the previous exchange, White moves into the centre, erasing Black's moyo.



Var 1.3.1.3 von Zug 14 in Var 1.3.1: 14-19

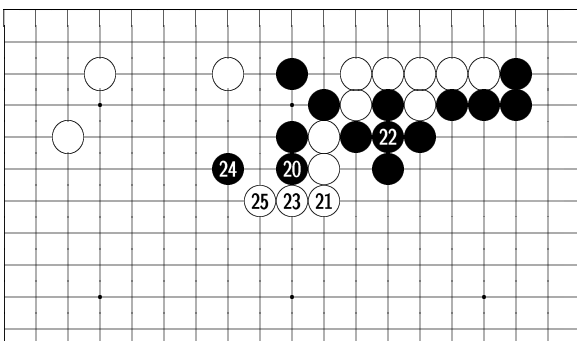
14: Connecting here is a mistake.

15: This is a severe cut which enables White to dictate the subsequent flow of play.

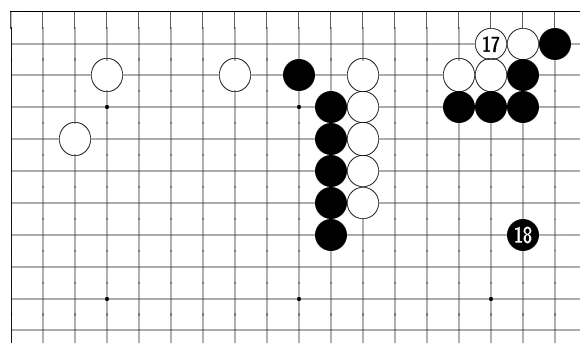


Var 1.3.2 (continued): 10-16

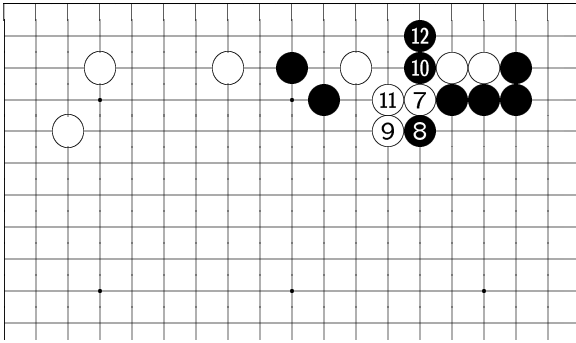
15: White secures a base.



Var 1.3.1.3 (continued): 20-25

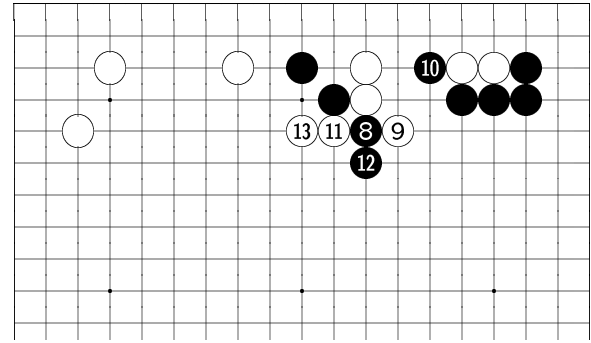


Var 1.3.2 (continued): 17-18



Var 1.3.2.1 von Zug 7 in Var 1.3.2: 7-12

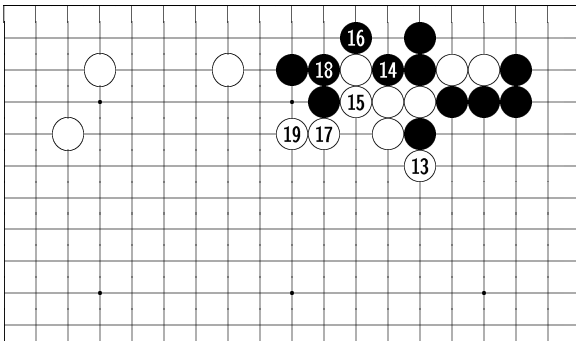
9: The aim of this double hane is to take control in the centre.



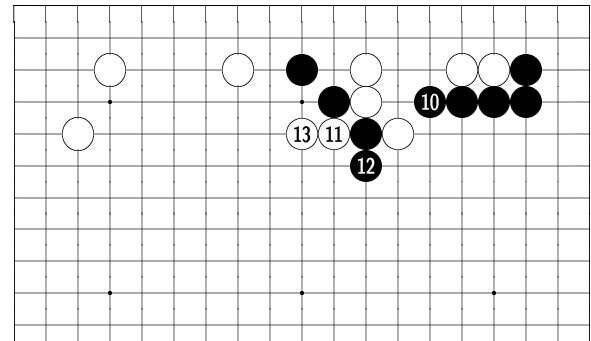
Var 1.3.2.2 von Zug 8 in Var 1.3.2: 8-13

8: This is a fighting move.

13: Black is in trouble.

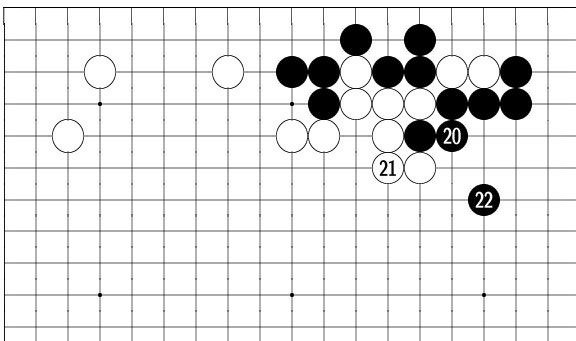


Var 1.3.2.1 (continued): 13-19



Var 1.3.2.2.1 von Zug 10 in Var 1.3.2.2: 10-13

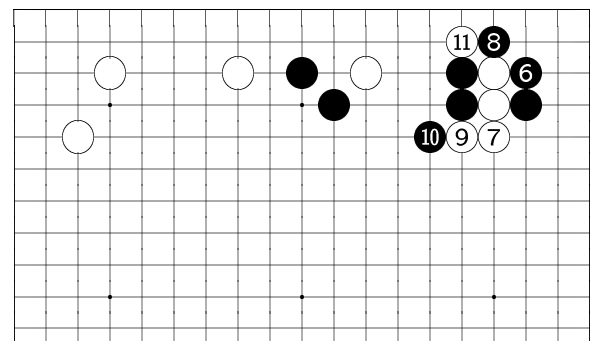
13: Black is in for a difficult fight.



Var 1.3.2.1 (continued): 20-22

21: White builds thickness.

22: But Black takes considerable profit.

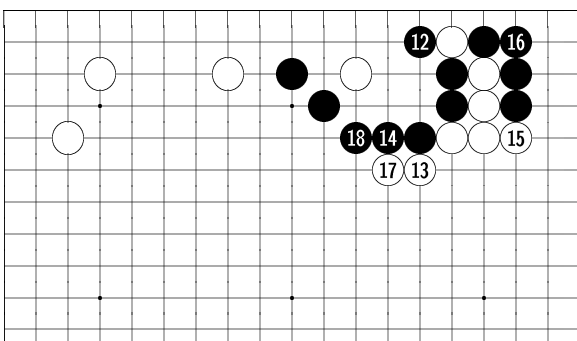


Var 1.3.3 von Zug 6 in Var 1.3: 6-11

6: In certain positions Black might play here.

8: Black secures corner profit.

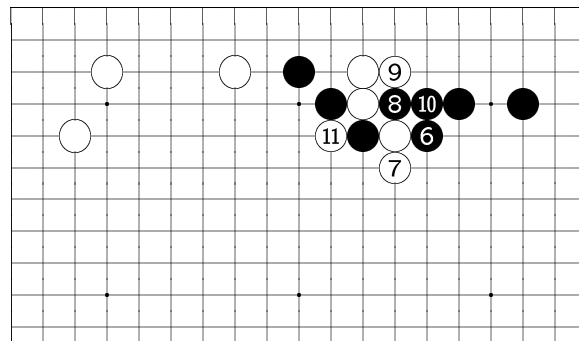
11: White skilfully uses this cut to build up influence on the right side.



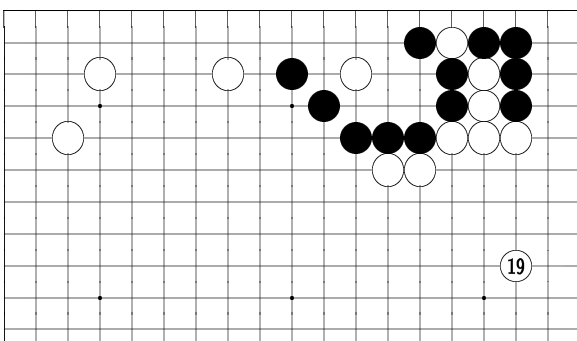
Var 1.3.3 (continued): 12-18

8: Black can force here.

9: White makes good shape. He has achieved his objective in invading.

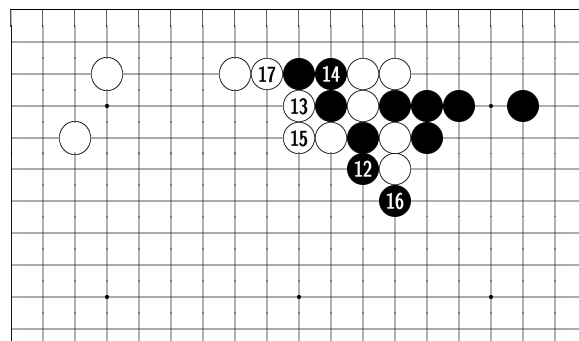


Var 1.5 von Zug 6 in Var 1: 6-11

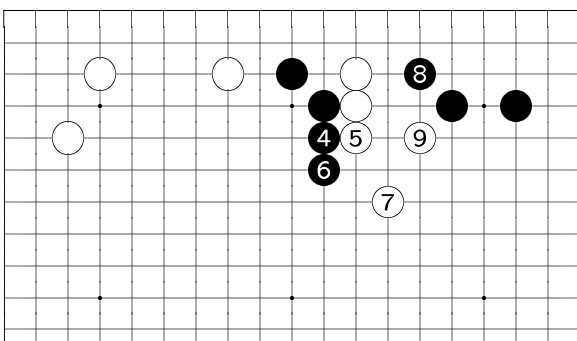


Var 1.3.3 (continued)

6: This clamp is bad style.



Var 1.5 (continued): 12-17

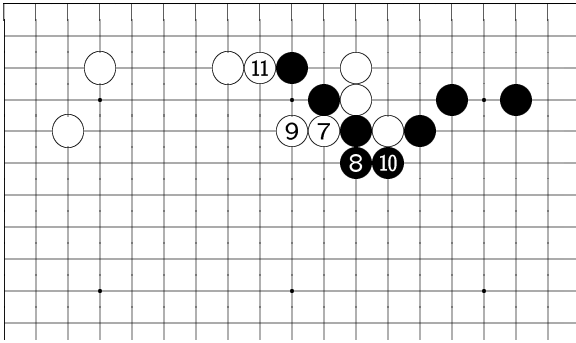


Var 1.4 von Zug 4 in Var 1: 4-9

4: Black extends here to avoid complications.

5: White relieves the pressure on his group.

17: White captures three stones. This is a profitable result for White.

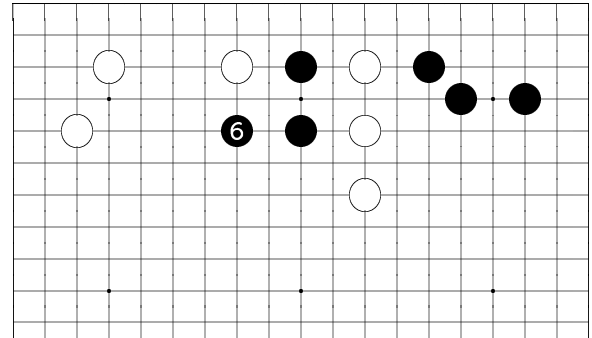


Var 1.5.1 von Zug 7 in Var 1.5: 7-11

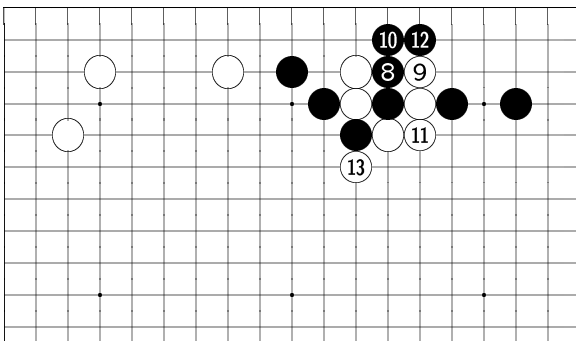
7: Simply playing this continuation also looks good enough.

11: Swallowing up Black's stones at the top is big.

15: Black suffers a bad loss in the corner. Capturing two stones is no compensation.



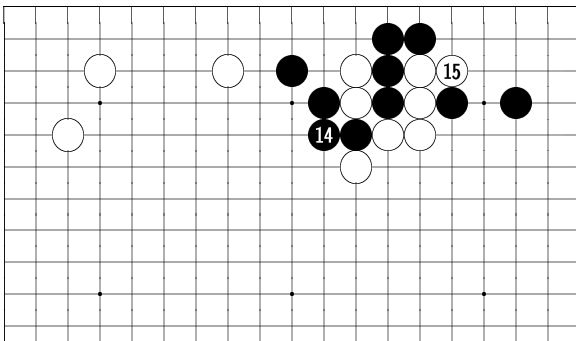
Var 2 von Zug 6 in Dia 2



Var 1.6 von Zug 8 in Var 1: 8-13

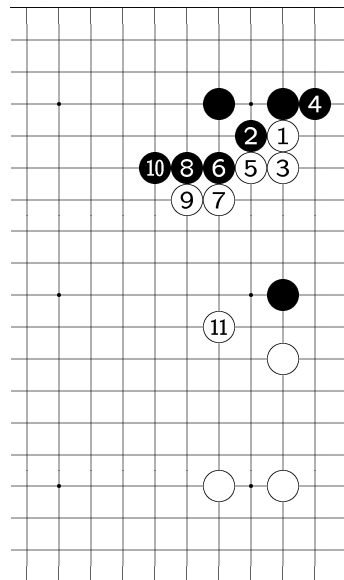
8: Extending here is bad.

9: White pushes through.

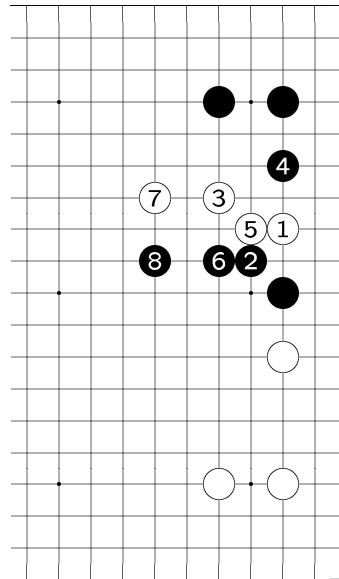


Var 1.6 (continued): 14-15

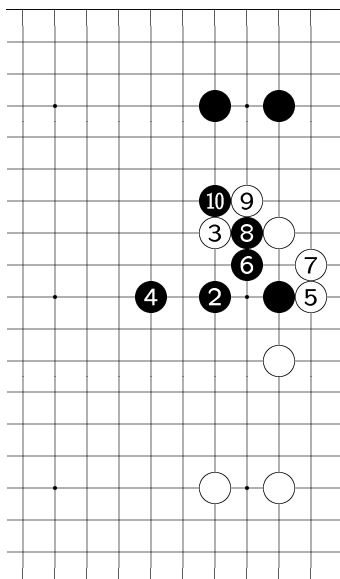
With this formation there are a number of invasion points, but White still has to choose his move carefully.



1: In this case, attaching here is not very interesting and the wrong strategy.
11: All the same, White gets a fair result with this sequence.



- 1: Invading here is just a little bit unreasonable.
- 2: This is a severe answer.
- 4: Black forces.
- 8: Both sides move out into the centre.

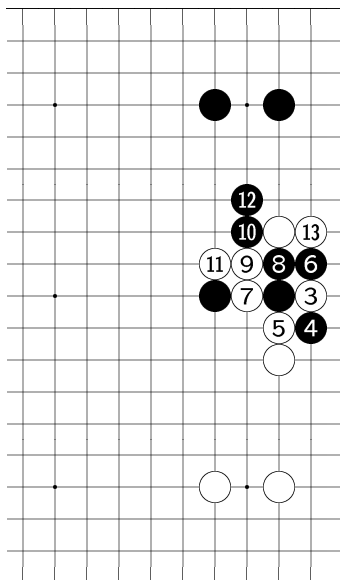


Var 1.1 von Zug 2 in Var 1: 2-10

2: This peaceful response takes the pressure off White.

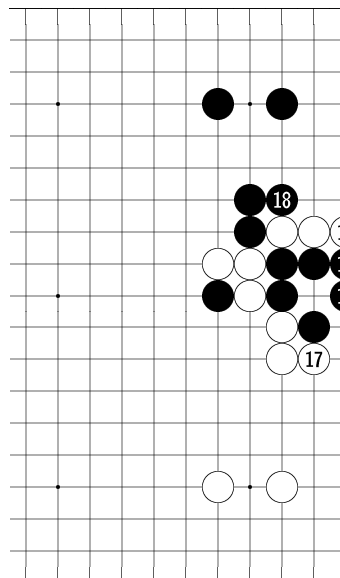
3: Jumping is good enough.

9: These moves makes the invasion a success.



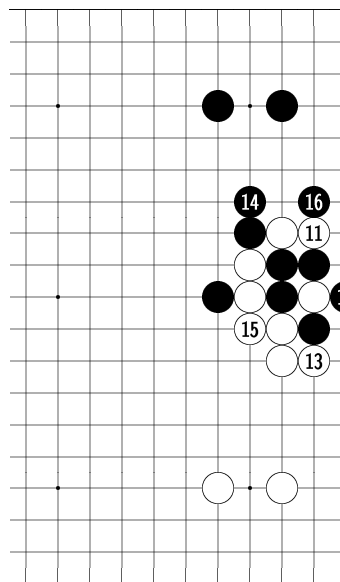
Var 1.1.1 von Zug 3 in Var 1.1: 3-13

3: Attaching immediately instead of jumping out first is also possible.



Var 1.1.1 (continued): 14-18

18: Black takes a lot of profit, but White gets an excellent squeeze and is satisfied.

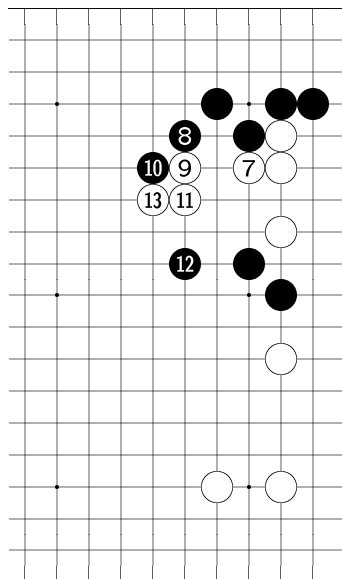


Var 1.1.1.1 von Zug 11 in Var 1.1.1: 11-16

154

3: White plays here because he dislikes Black's forcing move if he played the knight's move.

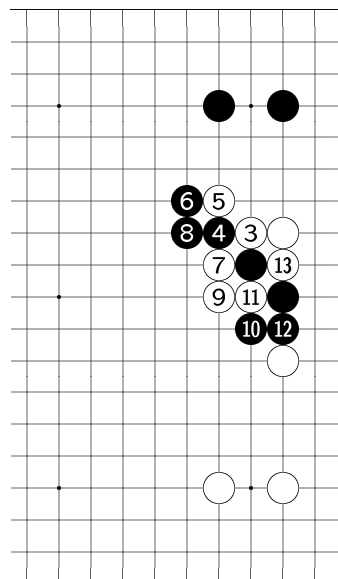
10: However, this way Black takes the lead in moving out into the centre.



Var 1.2.1 von Zug 7 in Var 1.2: 7-13

8: This is correct shape.

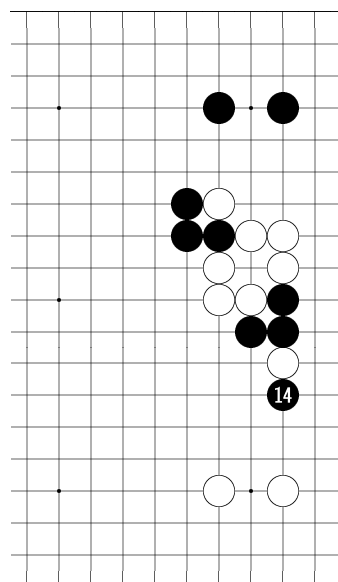
9: White moves out.



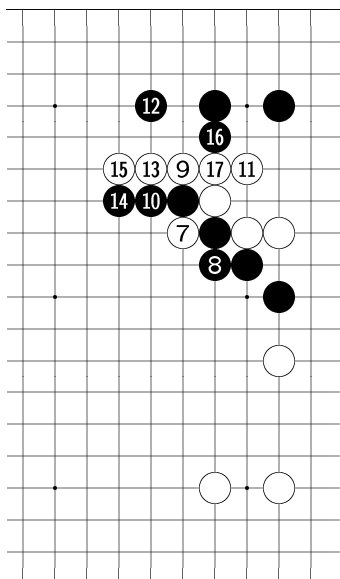
Var 1.3 von Zug 3 in Var 1: 3-13

3: White can also push up here.

7: After Black's double hane, White breaks into the centre with this continuation.



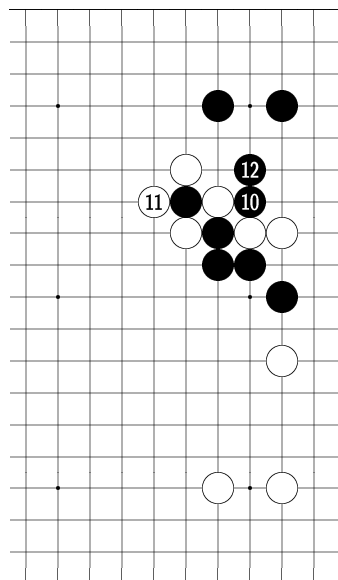
Var 1.3 (continued)



Var 1.3.1 von Zug 7 in Var 1.3: 7-17

9: Playing the previous and this atari is a mistake when Black has the one-space enclosure.

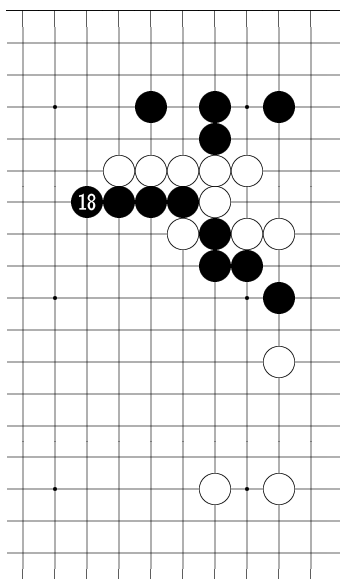
12: Black takes territory while attacking White.



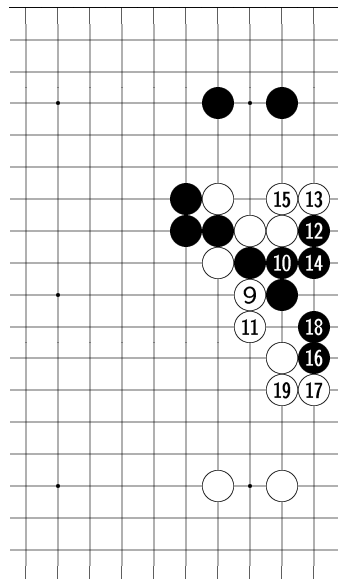
Var 1.3.1.1 von Zug 10 in Var 1.3.1: 10-12

10: Going for profit is bad for Black.

12: White's ponnuki gives him strong influence.



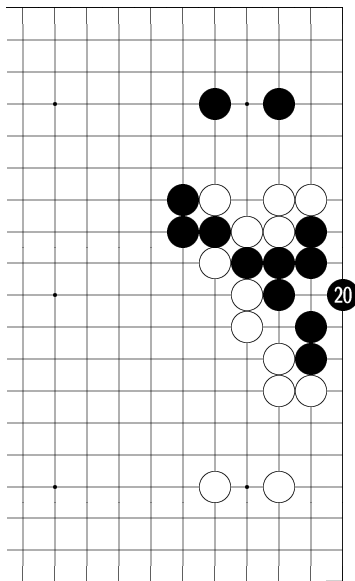
Var 1.3.1 (continued)



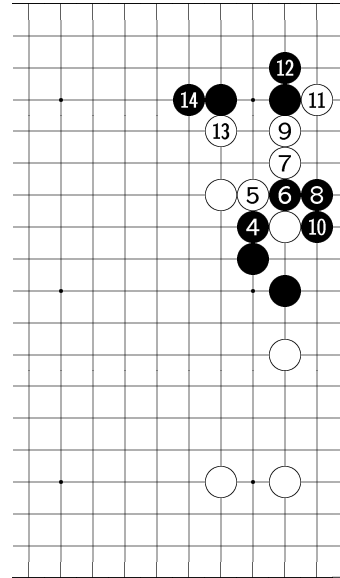
Var 1.3.2 von Zug 9 in Var 1.3: 9-19

9: Attempting to capture Black with this move is unreasonable.

18: Black lives.

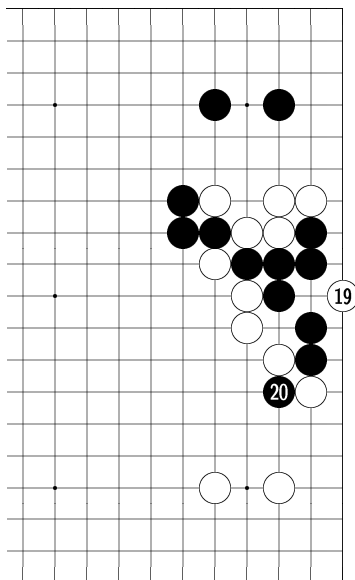


Var 1.3.2 (continued)



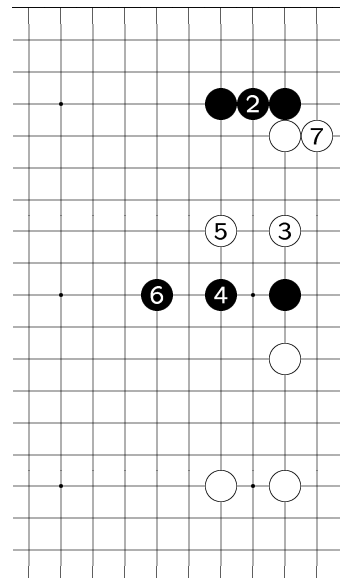
Var 1.4 von Zug 4 in Var 1: 4-14

4: Pushing and cutting is bad style.
13: White makes good shape.



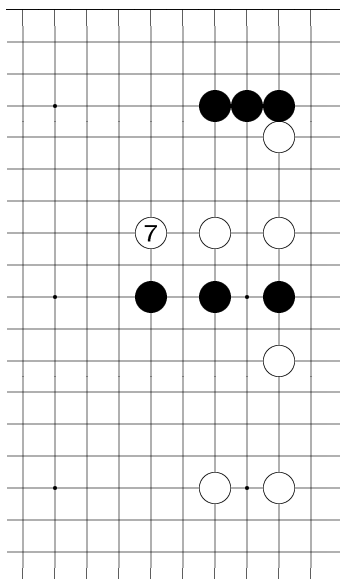
Var 1.3.2.1 von Zug 19 in Var 1.3.2: 19-20

19: White cannot play here.
20: Black will cut.



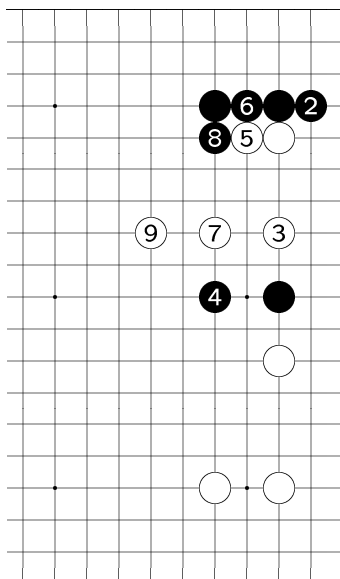
Var 2 von Zug 2 in Dia 2: 2-7

2: Black is reluctant to answer here as
White can continue lightly.



Var 2.1 von Zug 7 in Var 2

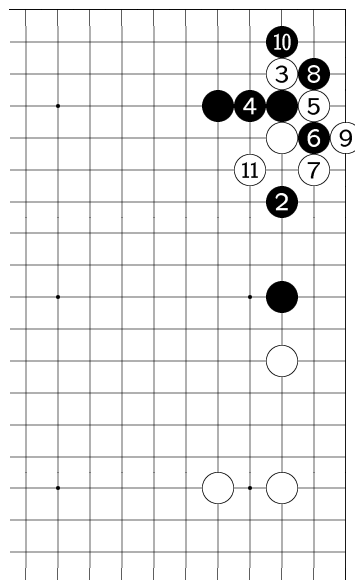
7: White could also play here.



Var 3 von Zug 2 in Dia 2: 2-9

2: Black can also descend here, but White can play lightly.

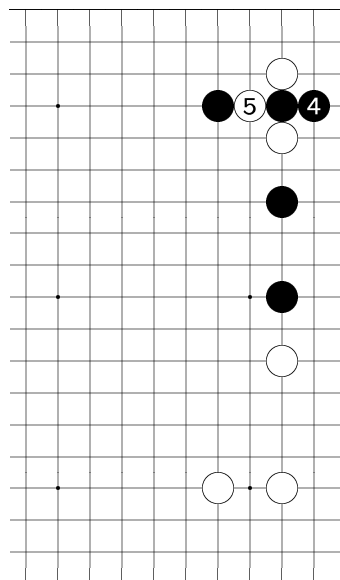
9: Therefore, Black is reluctant to play this way.



Var 4 von Zug 2 in Dia 2: 2-11

3: After Black's attack, this is the tesuji for sabaki.

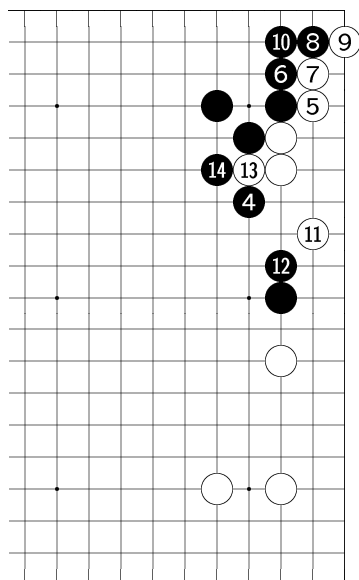
11: White erases Black's territory and settles his group.



Var 4.1 von Zug 4 in Var 4: 4-5

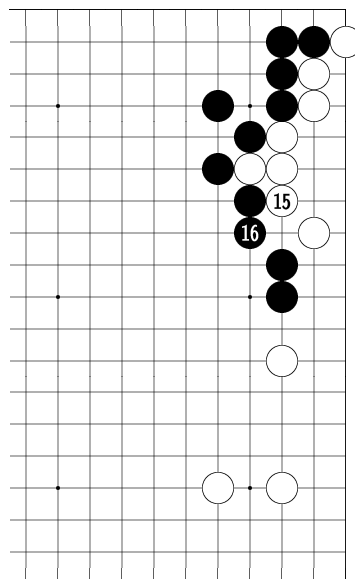
4: Descending here is unreasonable.

5: Whatever happens, White gets a good result after this.

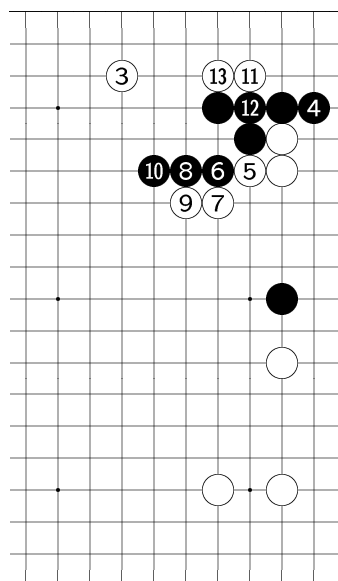


Var 5 von Zug 4 in Dia 2: 4-14

4: Pressing here is an alternative strategy.
 7: The Black press loses territory when White plays the previous and this move, so it is recommended only when Black's thickness in the continuation works effectively.



Var 5 (continued): 15-16

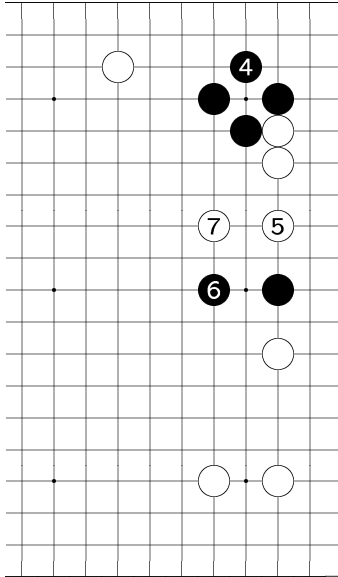


Var 6 von Zug 4 in Dia 2: 4-13

4: This continuation is dubious when White has the additional stone at the top.

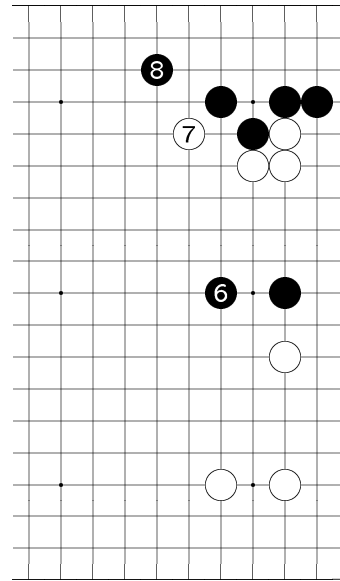
11: The reason this sequence is inappropriate for Black is that White can gouge out the corner with this continuation.

7: White creates complications by capping.



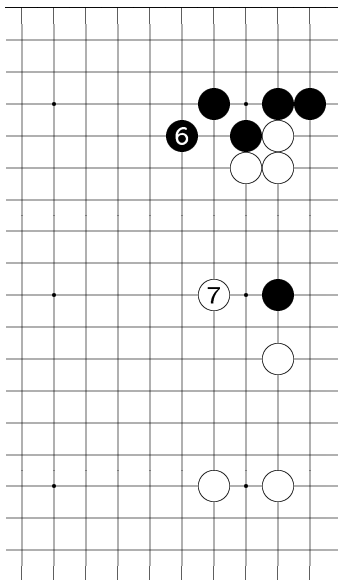
Var 6.1 von Zug 4 in Var 6: 4-7

4: This is a calm move which nips in the bud White's attack on the corner and the White hane on the right side.
5: White must move out.



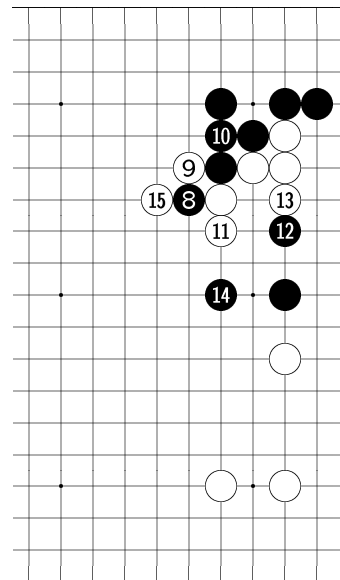
Var 8 von Zug 6 in Dia 2: 6-8

6: Jumping out before White caps is better.
8: Black takes territory and aims at continuing his attack.



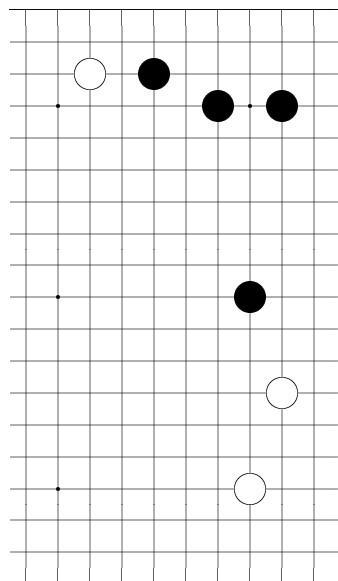
Var 7 von Zug 6 in Dia 2: 6-7

6: This is a thick move.

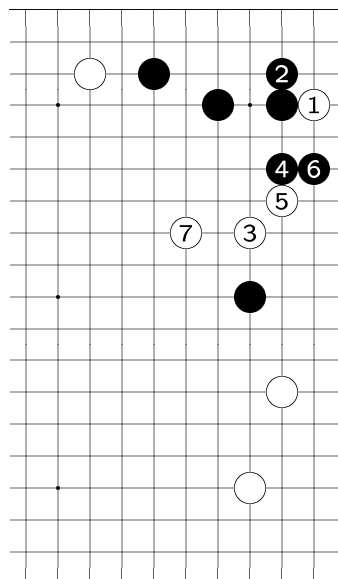


Var 9 von Zug 8 in Dia 2: 8-15

15: The position has become a little complicated.

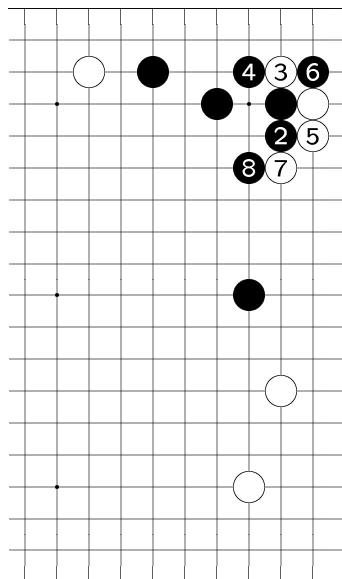


This is another common



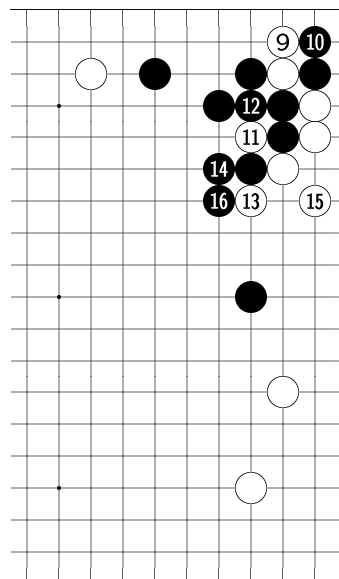
1: Playing this probe is a

- 3: This is a light follow-up.
 5: White can make this effective forcing move.
 7: White succeeds in his aim of reducing Black's moyo.



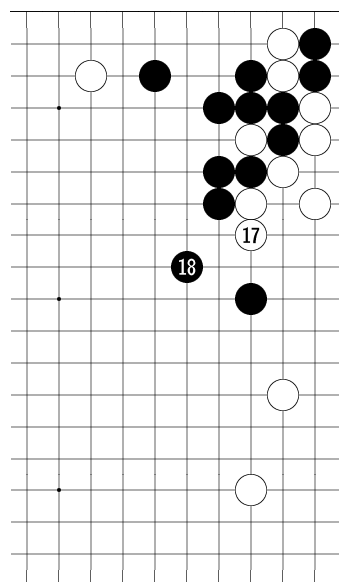
Var 1 von Zug 2 in Dia 2: 2-8

- 3: If Black extends like this, White resists with this and the next move.
 6: Black naturally cuts.



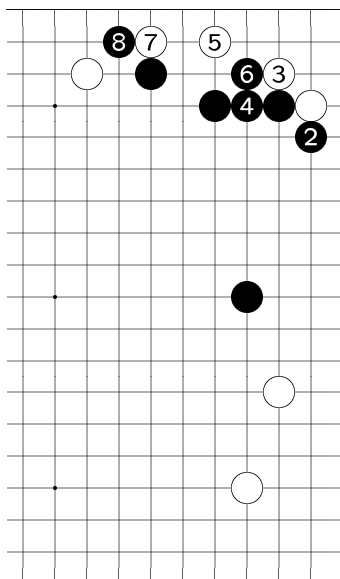
Var 1 (continued): 9-16

- 9: The previous and this move are a well-timed combination.



Var 1 (continued): 17-18

- 17: White lives and his invasion is a success.



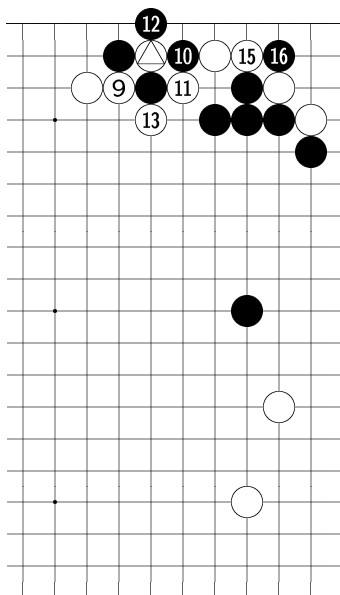
Var 2 von Zug 2 in Dia 2: 2-8

3: If Black blocks on the outside, the white stone at the top proves its usefulness.

5: This is a stylish move.

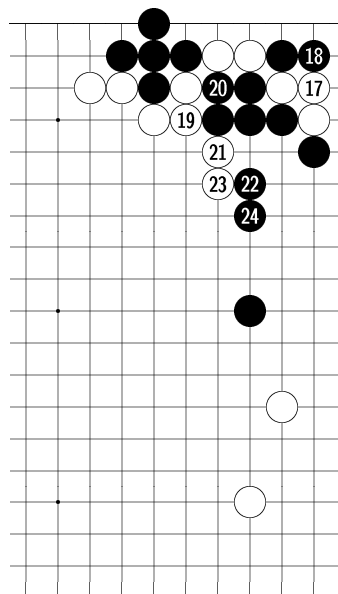
7: This is a contact play tesuji.

8: After this move, White sacrifices his corner stones and squeezes on the outside.

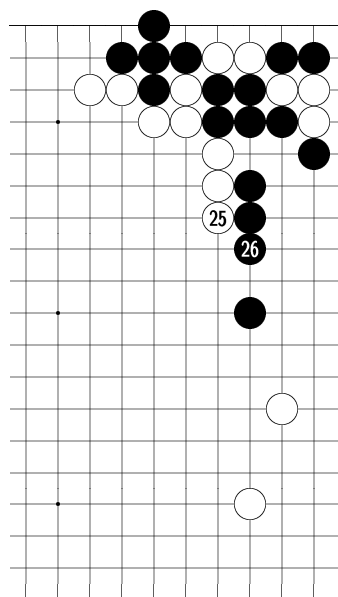


Var 2 (continued): 9-16

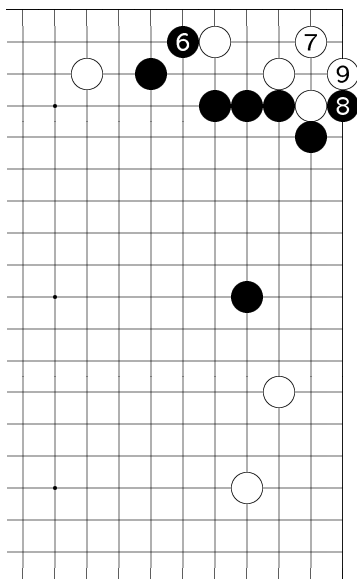
+ 14 auf



Var 2 (continued): 17-24



Var 2 (continued): 25-26



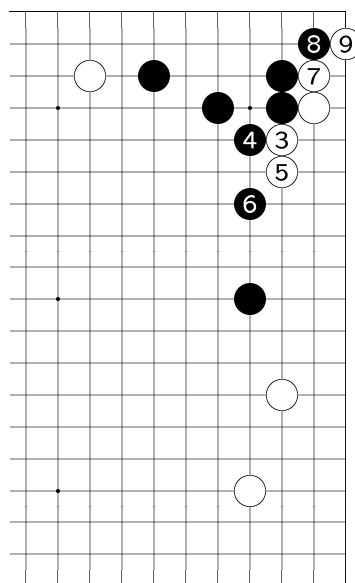
Var 2.1 von Zug 6 in Var 2: 6-9

6: If Black plays here to prevent White from linking up at the top...

7: ... then this diagonal connection gives White a resilient shape.

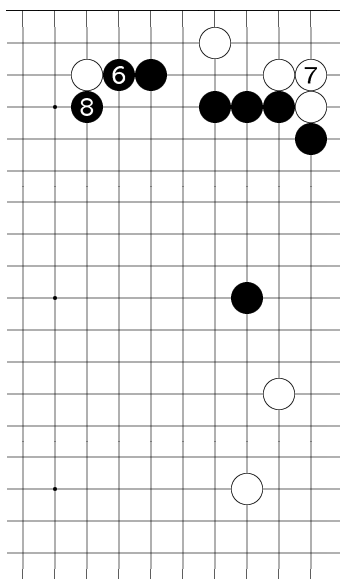
9: White fights a ko.

8: Black builds thickness.



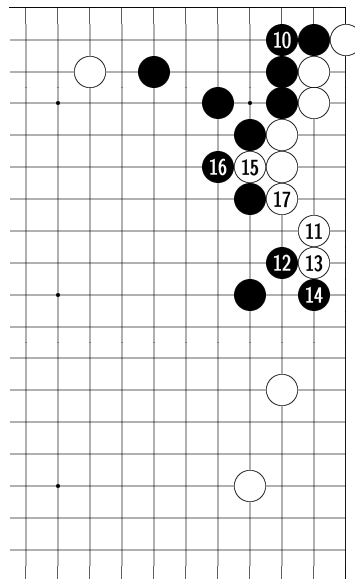
Var 3 von Zug 3 in Dia 2: 3-9

3: White can also play here if he wants to live immediately.

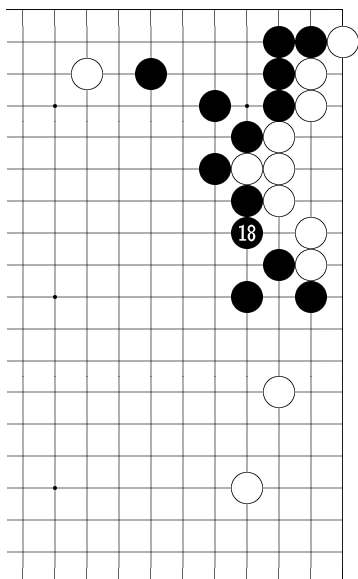


Var 2.2 von Zug 6 in Var 2: 6-8

6: This also looks possible.

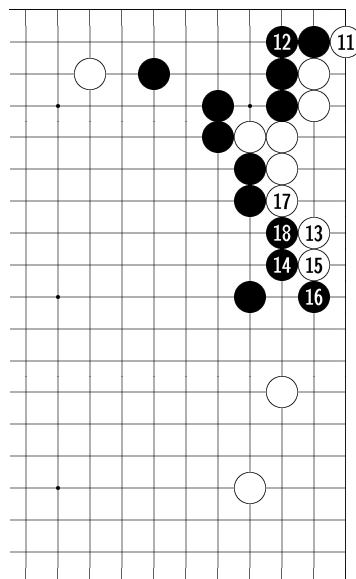


Var 3 (continued): 10-17



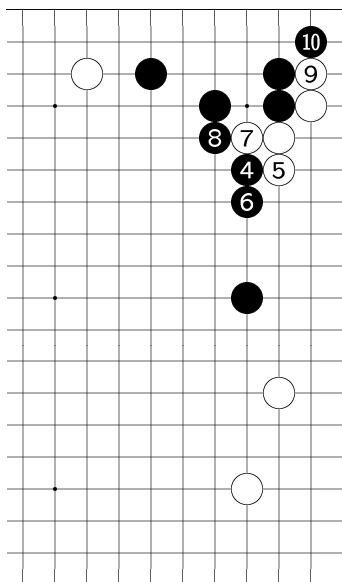
Var 3 (continued)

18: Black builds thickness, but he is a little dissatisfied because of the narrowness of his position at the top.



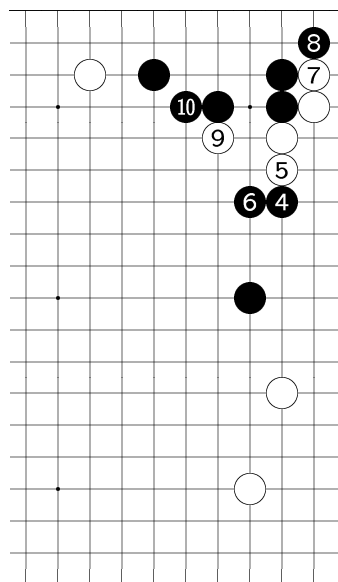
Var 3.1 (continued): 11-18

18: White lives in almost exactly the same way as though Black had blocked directly upon White's hane. Black is still dissatisfied with the narrowness of his position.



Var 3.1 von Zug 4 in Var 3: 4-10

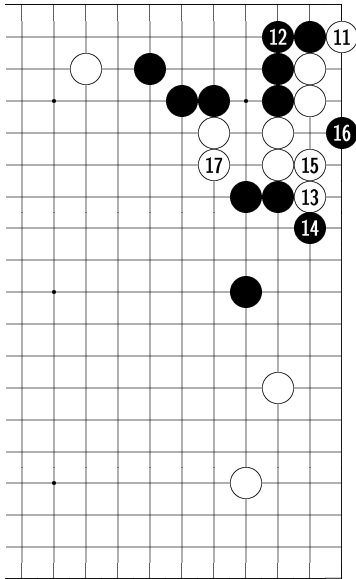
4: Playing here makes little difference.



Var 3.2 von Zug 4 in Var 3: 4-10

4: This is a vital point, but Black can cope with it.

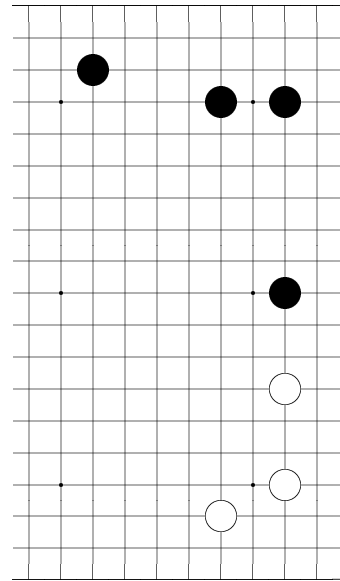
Chapter 3, Pattern 10



Var 3.2 (continued): 11-17

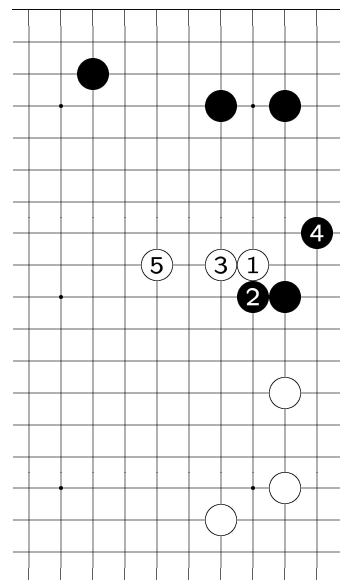
11: After forcing once, White secures his base in this continuation.

16: If Black plays here, White can escape safely.



Dia 1

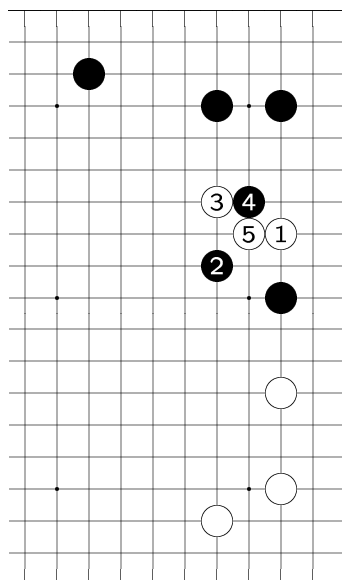
Black has a double-wing formation and White has an extension up the right side. This pattern often comes up in actual play.



Dia 2: 1-5

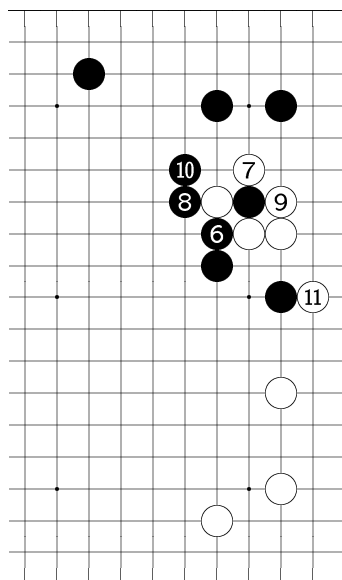
1: The shoulder hit is perfect.

- 4: This move is essential.
5: The joseki concludes.



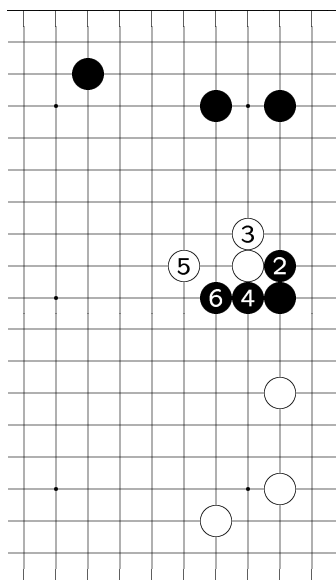
Var 1 von Zug 1 in Dia 2: 1-5

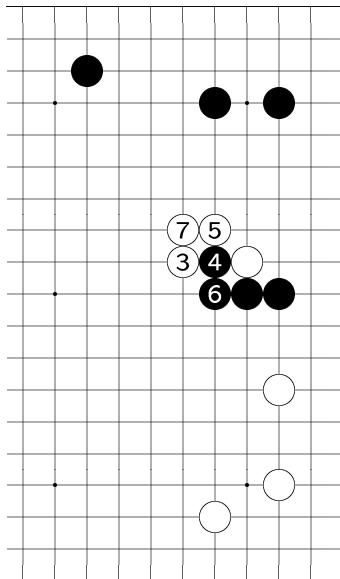
- 1: White invades too deeply; it is unreasonable.
2: White gets into trouble.



Var 1 (continued): 6-11

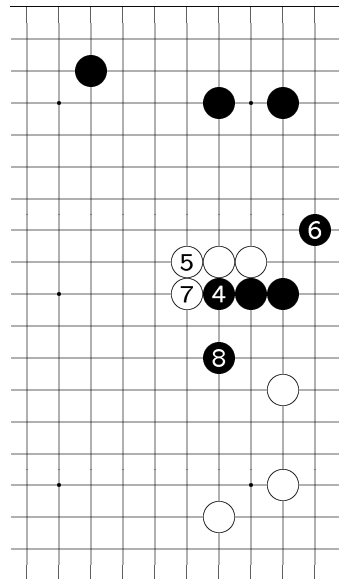
- 10: Black seals White in.
11: White cannot connect underneath.





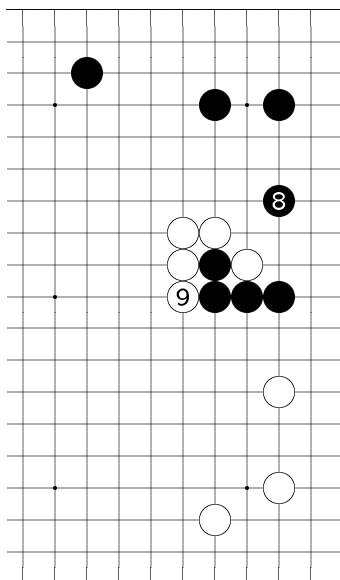
Var 3 von Zug 3 in Dia 2: 3-7

- 3: White can also jump.
- 4: Wedging in is correct style.



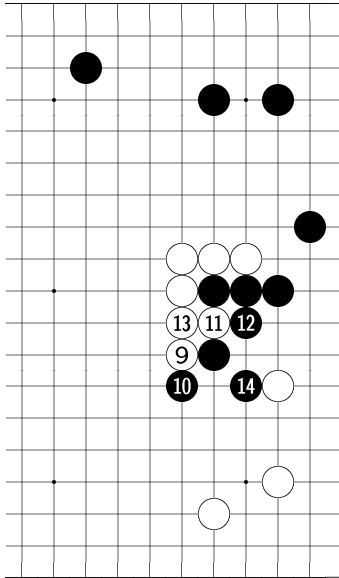
Var 4 von Zug 4 in Dia 2: 4-8

- 4: Black may push up once before playing the knight's move.
- 7: Turning here is essential for White.
- 8: If Black continues by trying to split White, White can counter so that Black's attack has little effect.

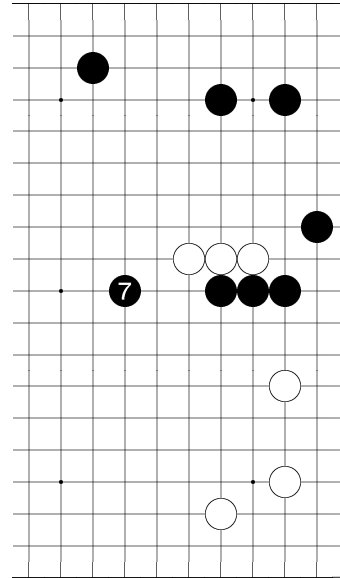


Var 3 (continued): 8-9

- 8: Black is satisfied with connecting underneath.
- 9: White builds thickness.

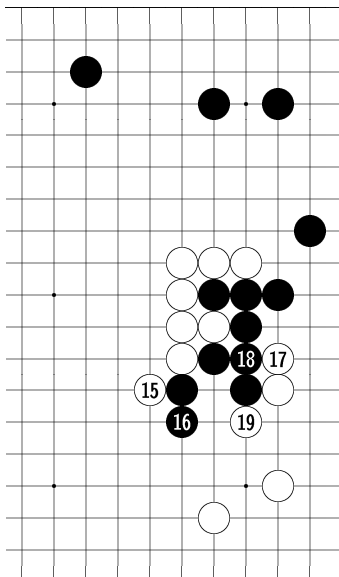


Var 4 (continued): 9-14

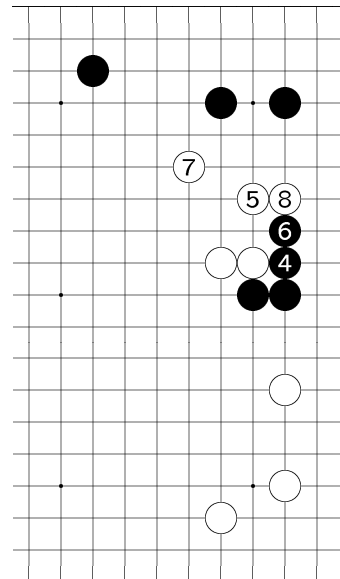


Var 4.1 von Zug 7 in Var 4

7: If White doesn't turn, Black makes a very strong attack with this move. This would be unbearable for White.



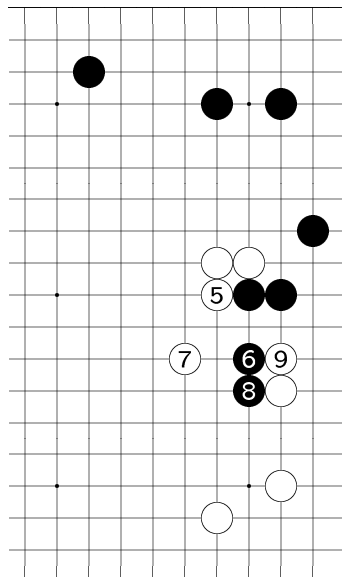
Var 4 (continued): 15-19



Var 5 von Zug 4 in Dia 2: 4-8

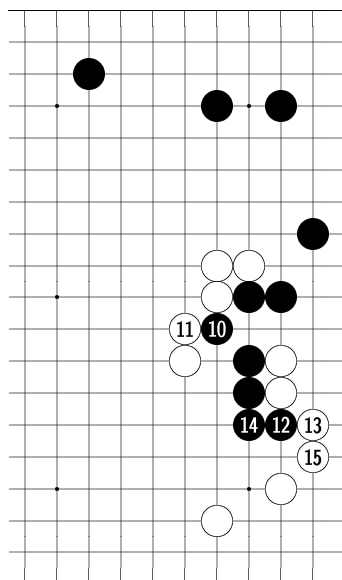
4: This is a dubious move.
7: White makes good shape.

8: White can aim at blocking here or exploiting the thinness of Black's position at the top.

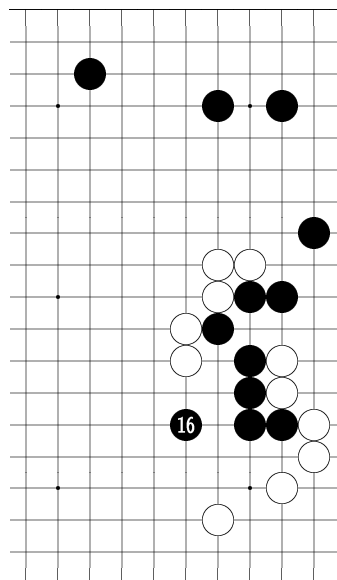


Var 6 von Zug 5 in Dia 2: 5-9

6: Black builds up strength by leaning on the white stone on the side.



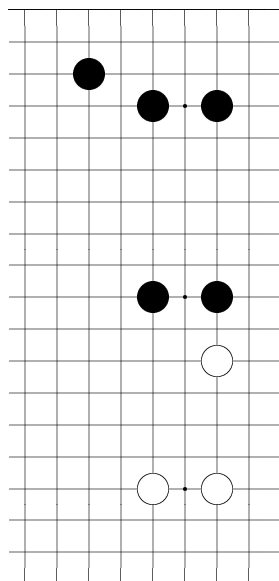
Var 6 (continued): 10-15



Var 6 (continued)

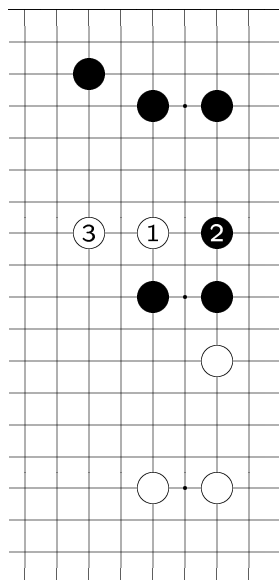
16: White is in danger of being subjected to a large-scale attack.

Chapter 3, Pattern 11



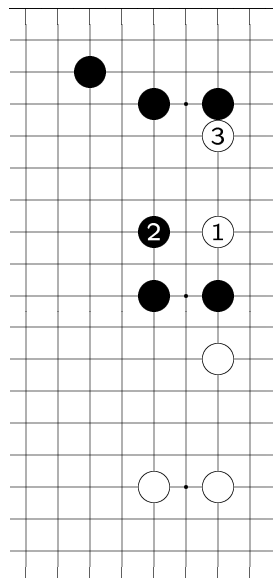
Dia 1

Black has made a one-space jump from his extension. How does White make use of his close-up extension?



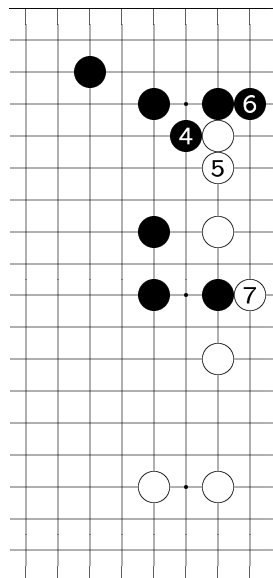
Dia 2: 1-3

1: In this kind of position, these light reducing moves are standard.

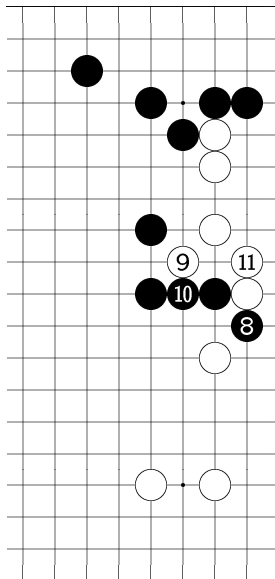


Var 1 von Zug 1 in Dia 2: 1-3

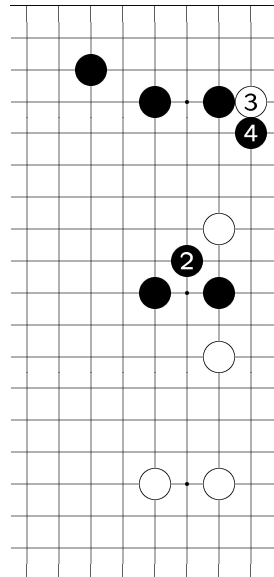
1: White can invade at 1, but Black will then try to punish him for his unreasonable play.



Var 1 (continued): 4-7



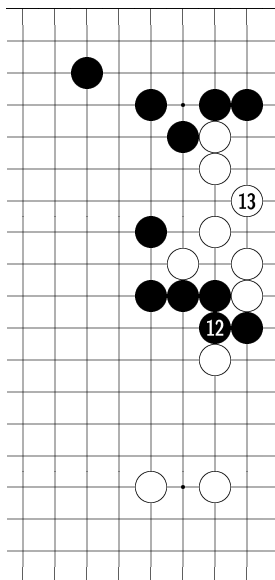
Var 1 (continued): 8-11



Var 1.1 von Zug 2 in Var 1: 2-4

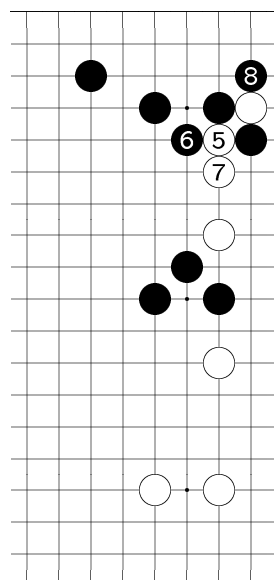
2: This is a severe move.

3: White seeks sabaki by attaching here.

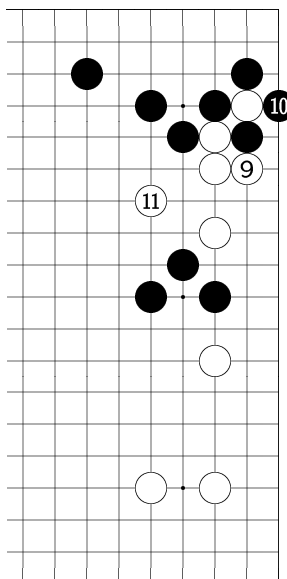


Var 1 (continued): 12-13

13: The sequence up to here is one set pattern.

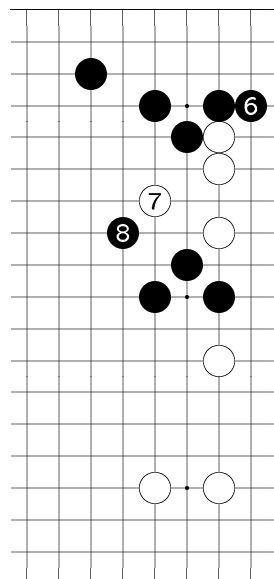


Var 1.1 (continued): 5-8



Var 1.1 (continued): 9-11

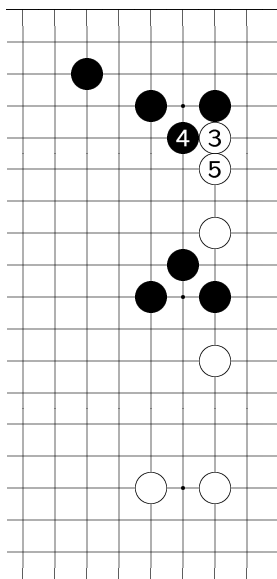
11: White settles his group.



Var 1.1.1 (continued): 6-8

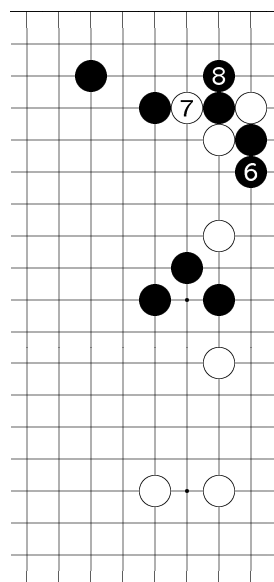
6: This move cramps White's position.

8: Black presses, making life uncomfortable for White.



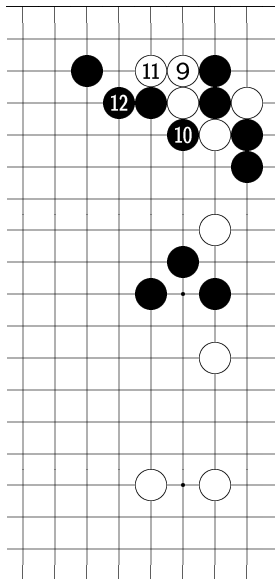
Var 1.1.1 von Zug 3 in Var 1.1: 3-5

3: These moves are not recommended for White.

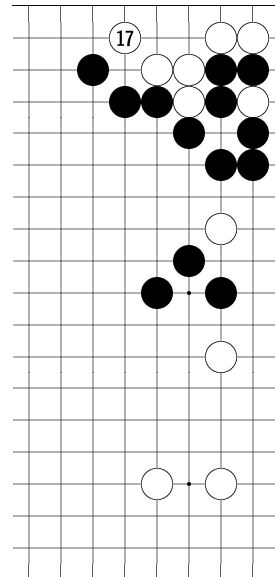


Var 1.1.2 von Zug 6 in Var 1.1: 6-8

6: If Black resists with this move, White switches to the corner.

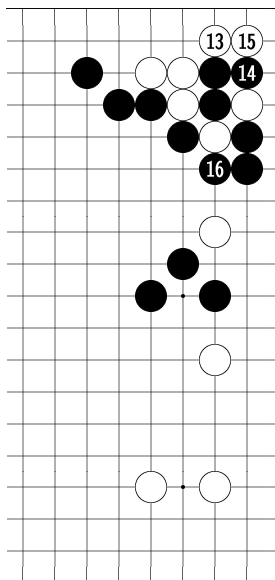


Var 1.1.2 (continued): 9-12

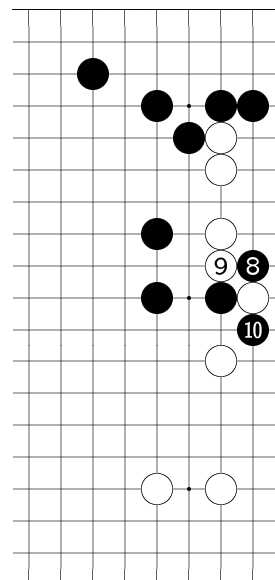


Var 1.1.2 (continued)

17: White lives and does not regret having strengthened Black's position on the outside.

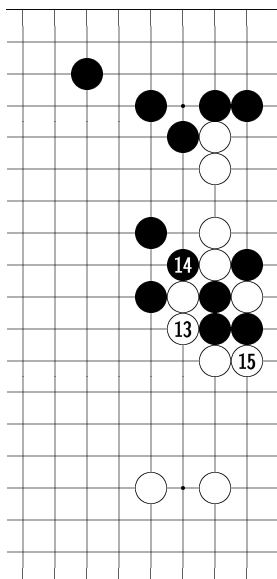


Var 1.1.2 (continued): 13-16



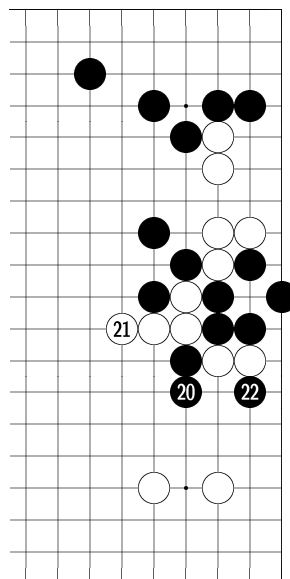
Var 1.2 von Zug 8 in Var 1: 8-10

8: This is a strong move.



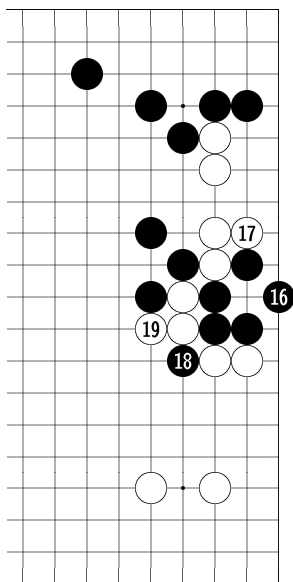
Var 1.2.1 von Zug 13 in Var 1.2: 13-15

13: White collapses if he plays here instead of giving atari.

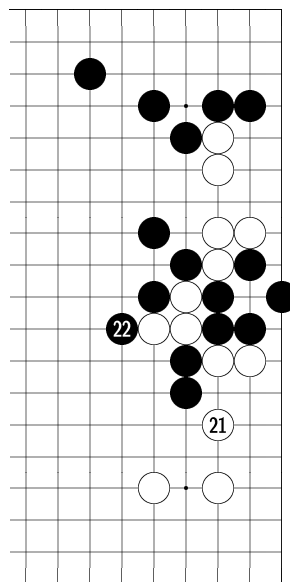


Var 1.2.1 (continued): 20-22

20: After this forced sequence, the two continuations are miai for Black.

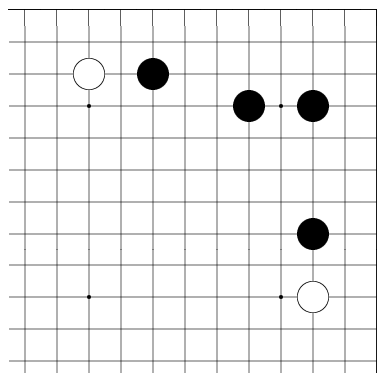


Var 1.2.1 (continued): 16-19



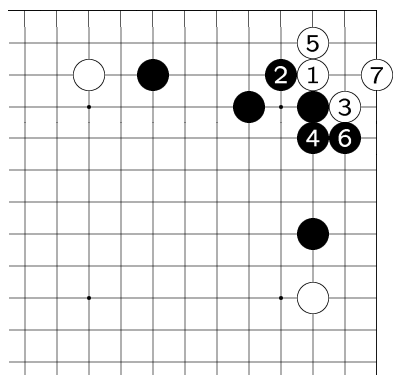
Var 1.2.1.1 von Zug 21 in Var 1.2.1: 21-22

Chapter 3, Pattern 12



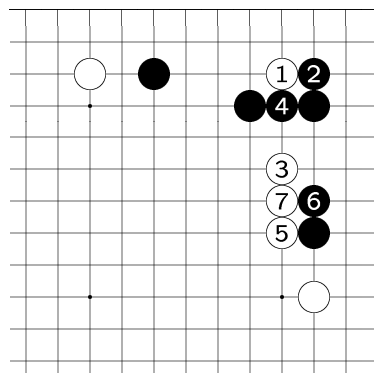
Dia 1

Black's corner formation is very solid, but White has played stones close-up on both sides.



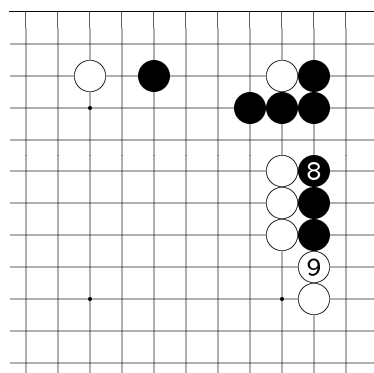
Dia 2: 1-7

- 1: Attaching here is the most interesting move.
- 5: White lives, following the familiar invasion joseki.
- 7: Living like this, with no adverse effects on the outside, is satisfactory for White.



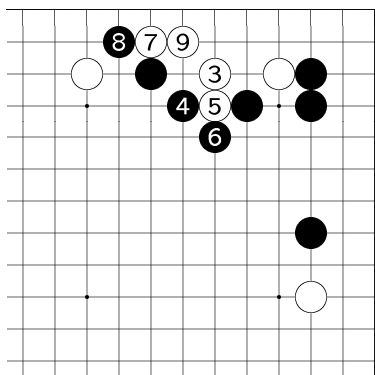
Var 1 von Zug 1 in Dia 2: 1-7

- 1: White can also try this peep.
- 3: After Black's block, White cleverly switches to this point.
- 4: Black has to connect.
- 6: Black has to answer submissively.



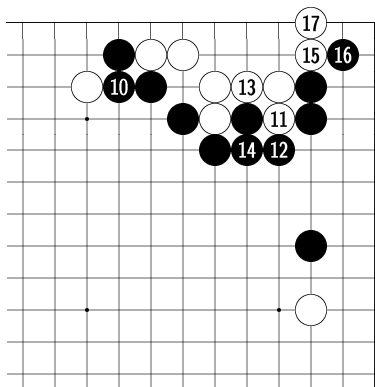
Var 1 (continued): 8-9

- 9: White has succeeded in reducing Black's moyo.

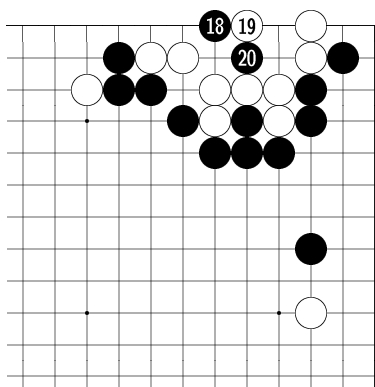


Var 1.1 von Zug 3 in Var 1: 3-9

3: White can also try gouging out the top.



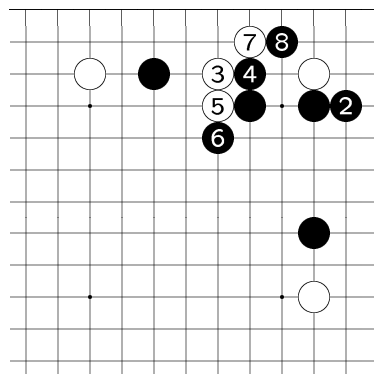
Var 1.1 (continued): 10-17



Var 1.1 (continued): 18-20

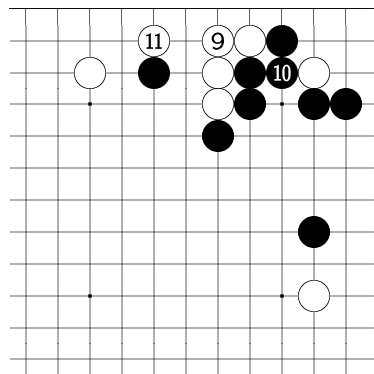
18: Now Black has the option of starting a ko with this continuation. However, there

are some defects in Black's wall, so this approach has a drawback and an advantage compared to reducing the right side after the initial peep.

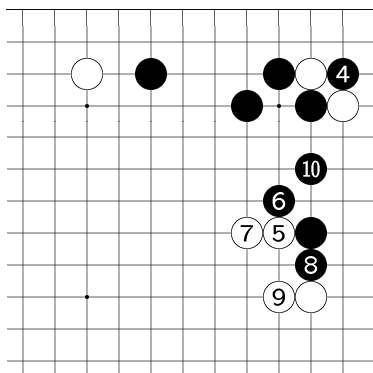


Var 2 von Zug 2 in Dia 2: 2-8

3: If Black resists, White switches to this side. The previous probe proves its usefulness in enabling White to live at the top.



Var 2 (continued): 9-11

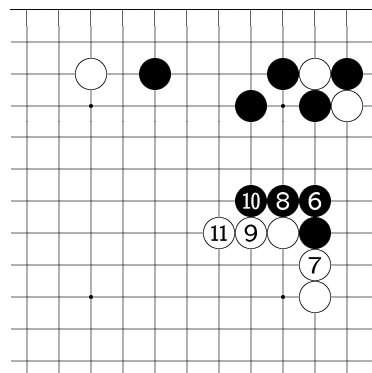


Var 3 von Zug 4 in Dia 2: 4-10

4: Black usually cuts.

5: This and the following moves are a combination related to White's forcing moves in the corner.

10: Black is compelled to defend here.

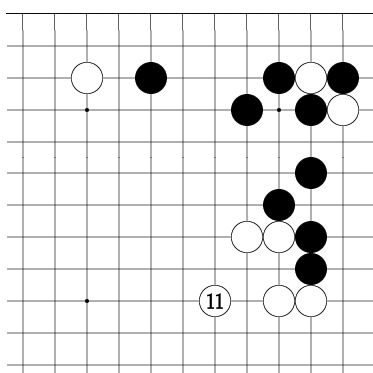


Var 3.1 von Zug 6 in Var 3: 6-11

6: If Black simply pulls back, White makes a solid thrust.

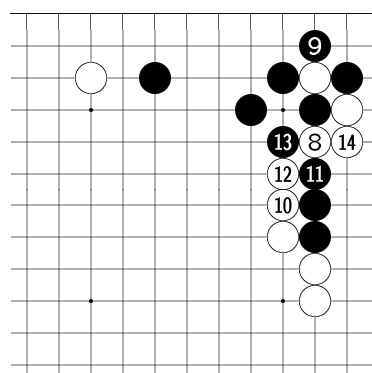
9: White builds up powerful influence in the centre.

11: Once again White has made effective use of his forcing moves in the corner.



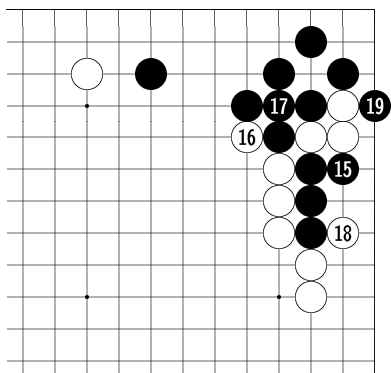
Var 3 (continued)

11: White gets an efficient result.

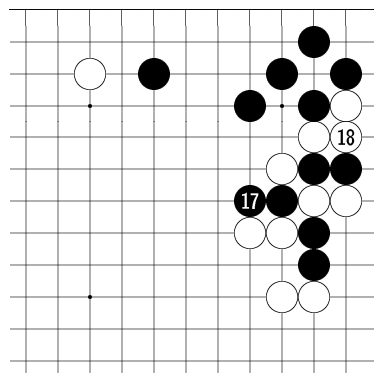


Var 3.1.1 von Zug 8 in Var 3.1: 8-14

8: If Black neglects to turn, White forces here then steam-rollers his way through with the continuation.

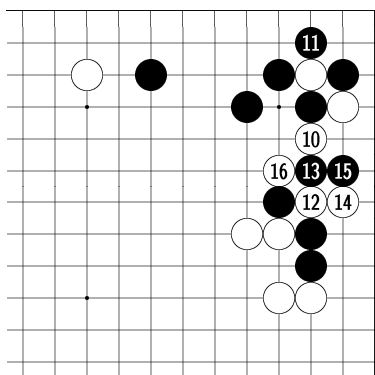


Var 3.1.1 (continued): 15-19



Var 3.2 (continued): 17-18

18: Not only has White just forced, he also squeezes here - a miserable result for Black.

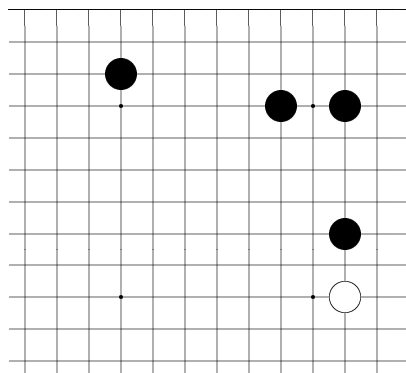


Var 3.2 von Zug 10 in Var 3: 10-16

10: If Black doesn't defend the cut, White rocks him with this combination, though he may leave it for later on.

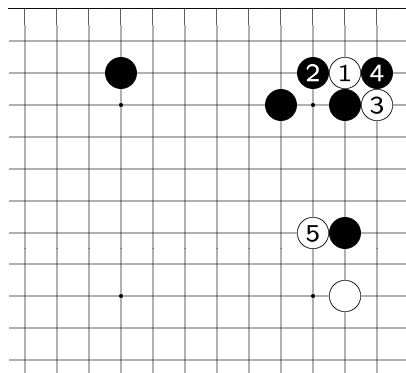
12: Now neither of the Black ataris works well.

Chapter 3, Pattern 13



Dia 1

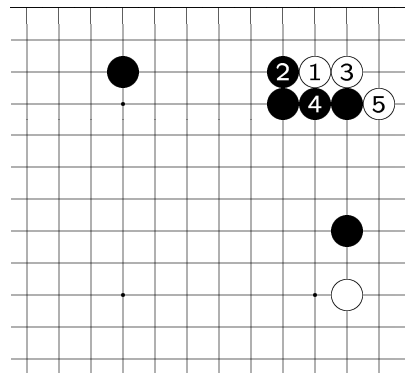
Black's formation is the same as in Pattern Twelve, except that he has made a wider extension at the top. What difference does this make?



Dia 2: 1-5

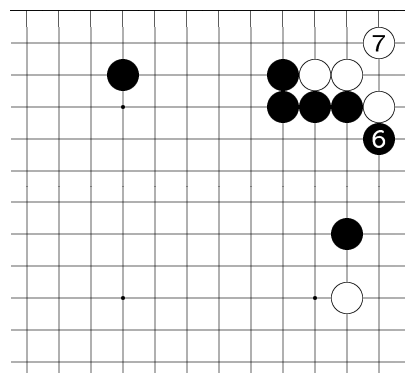
3: This combination is a tesuji applicable in a wide range of positions.

5: Attaching here is the same idea as in Pattern Twelve (q.v.).



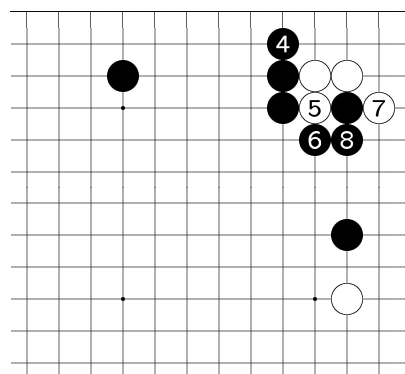
Var 1 von Zug 1 in Dia 2: 1-5

1: Because of Black's wide position at the top, a direct invasion looks possible.



Var 1 (continued): 6-7

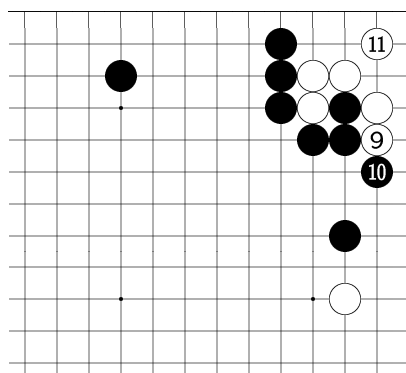
7: White gets a ko.



Var 1.1 von Zug 4 in Var 1: 4-8

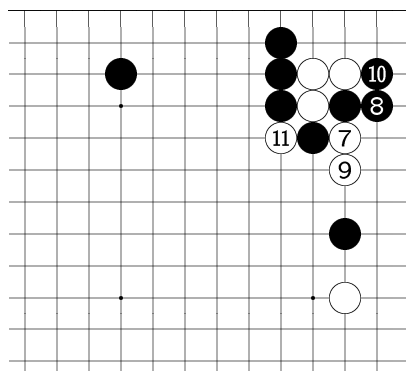
4: Descending here is not good.

5: This makes life too easy for White.



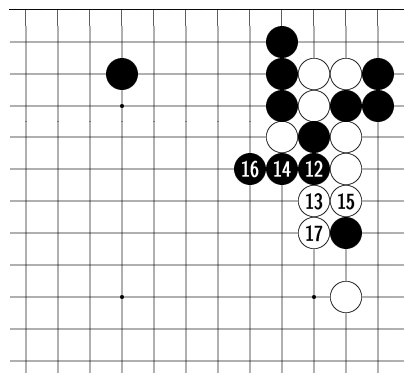
Var 1.1 (continued): 9-11

11: Black will be dissatisfied with this result.



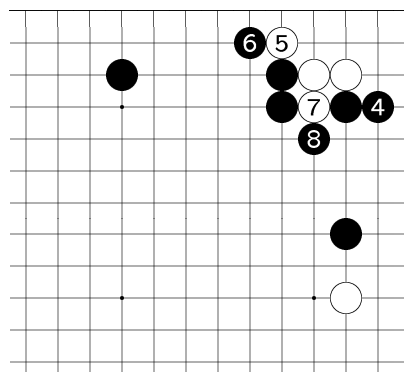
Var 1.1.1 von Zug 7 in Var 1.1: 7-11

7: White can also cut here.

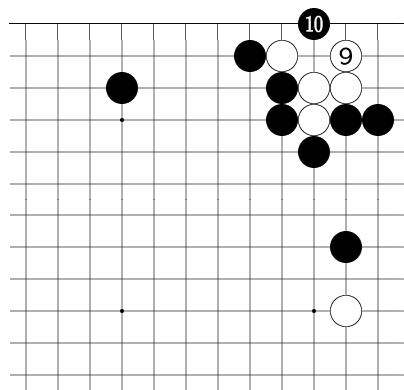


Var 1.1.1 (continued): 12-17

17: White gives up the corner stones but captures the black stone on the side. White is looking good.



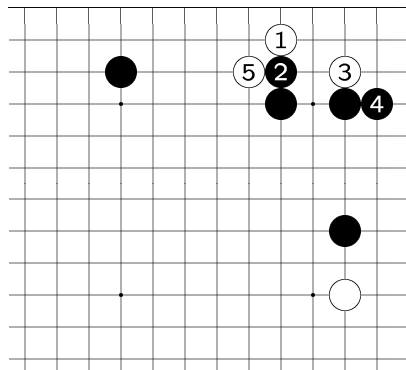
Var 1.2 von Zug 4 in Var 1: 4-8



Var 1.2 (continued): 9-10

9: White prepares to fight a ko.

10: Actually, Black can destroy White's eye-shape by playing here, but Black gets bad aji.

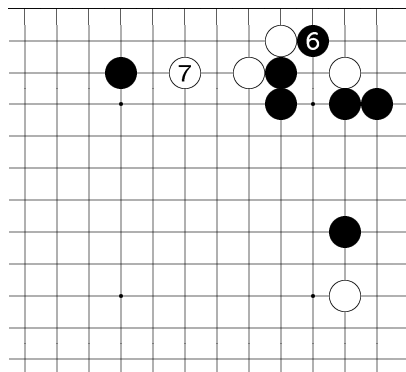


Var 2 von Zug 1 in Dia 2: 1-5

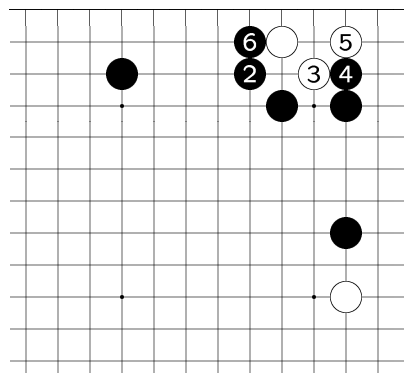
1: The submarine invasion is an interesting variation.

3: White plays a probe.

5: White makes light sabaki shape.

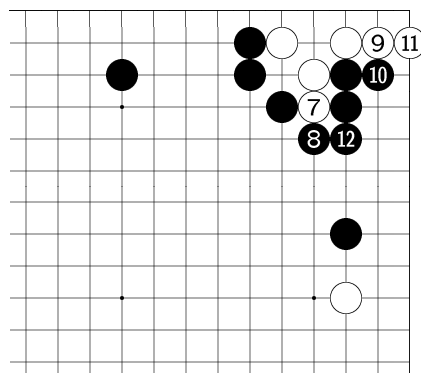


Var 2 (continued): 6-7



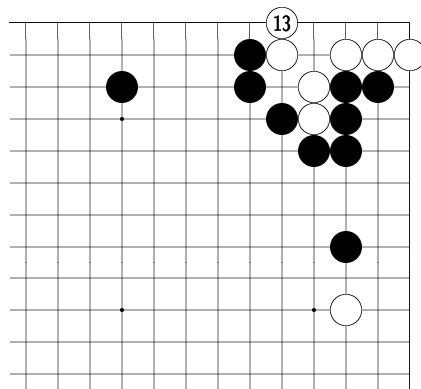
Var 2.1 von Zug 2 in Var 2: 2-6

2: If Black tries to seal White in, White gouges out the corner.

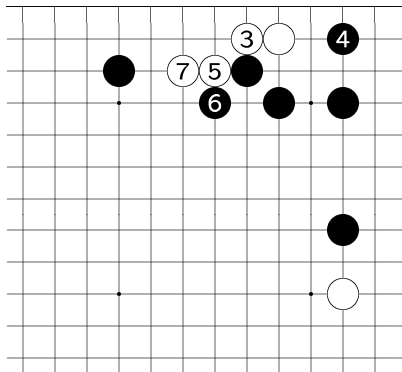


Var 2.1 (continued): 7-12

11: This is sente, so White lives with the next move.

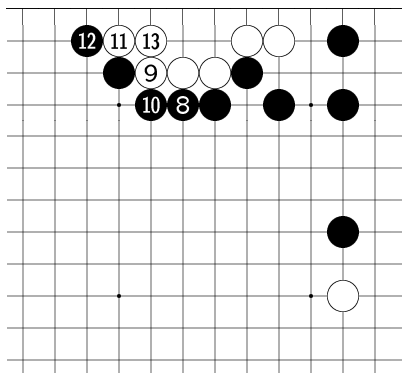


Var 2.1 (continued)

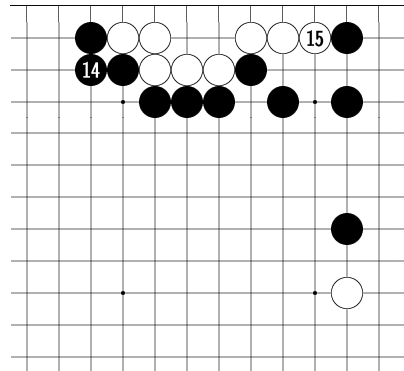


Var 2.1.1 von Zug 3 in Var 2.1: 3-7

- 3: White can also answer here.
 4: Black now has to defend here, otherwise White would get too big a life in the corner.
 5: This continuation is forced.

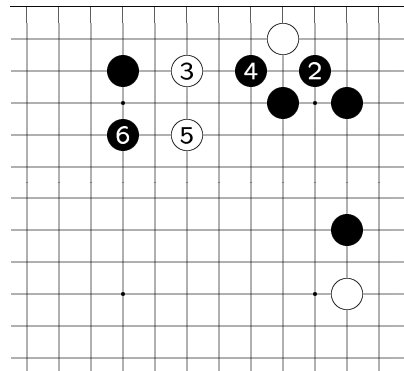


Var 2.1.1 (continued): 8-13



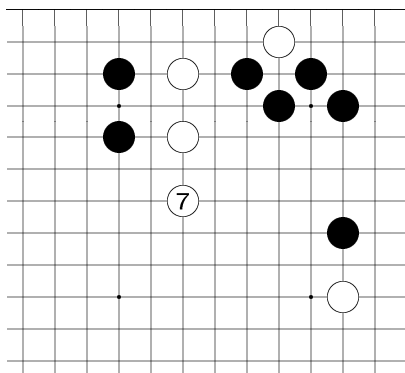
Var 2.1.1 (continued): 14-15

- 15: White lives, but Black builds a solid wall. Note that this is a crucial move.

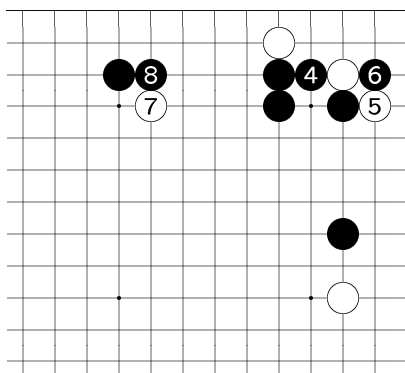


Var 2.2 von Zug 2 in Var 2: 2-6

- 2: This is a peaceful move.
 4: White lightly jumps out into the centre, satisfied with Black's submissive responses.



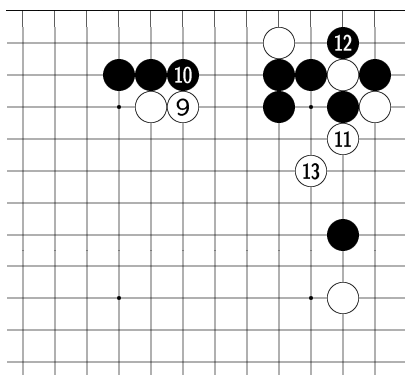
Var 2.2 (continued)



Var 2.3 von Zug 4 in Var 2: 4-8

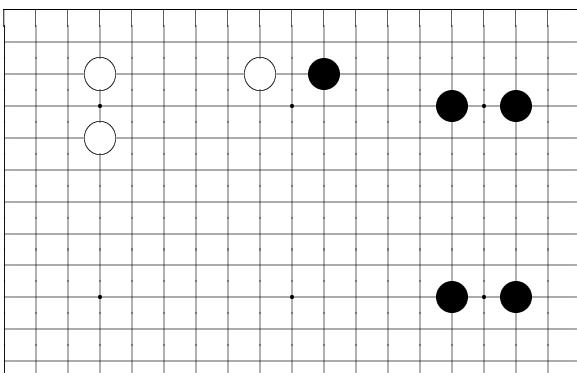
4: If Black answers here, White changes his strategy.

7: Instead of burrowing into the corner, White plays light reducing moves on top.



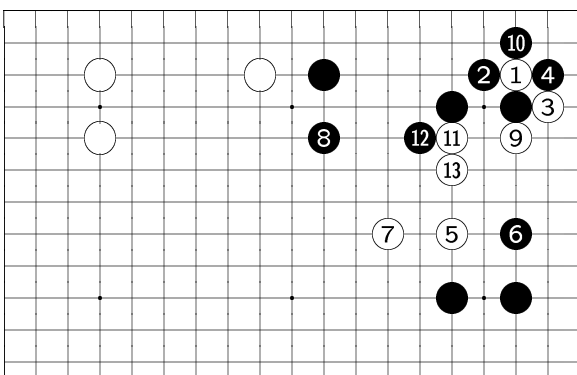
Var 2.3 (continued): 9-13

Chapter 3, Pattern 14



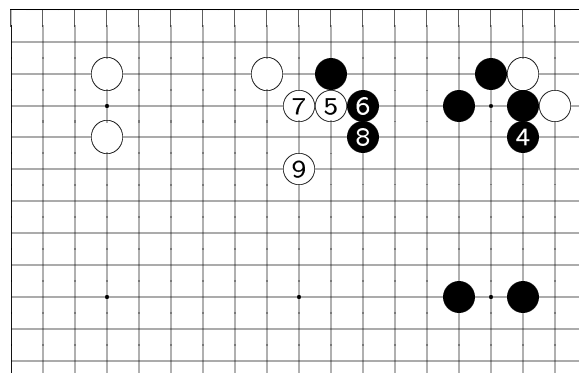
Dia 1

Black's formation is so solid that White has to be very careful about how he invades it. Where is Black's weak point?



Dia 2: 1-13

- 1: White begins with this probe.
- 3: After Black's response, White probes again.
- 5: White continues by reducing from above.
- 8: Black takes a good point.
- 9: This is an effective follow-up.

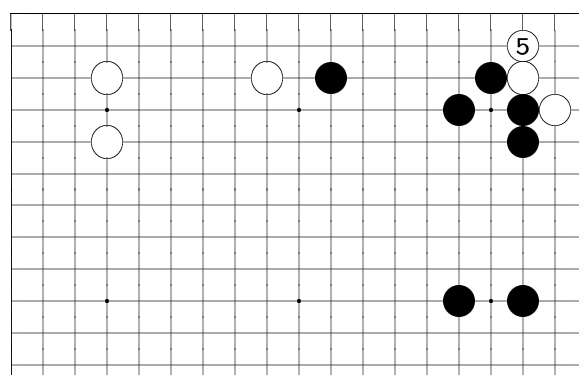


Var 1 von Zug 4 in Dia 2: 4-9

4: If Black plays here, White can live in the corner by extending later.

5: Therefore, White does not mind strengthening Black by forcing with this continuation.

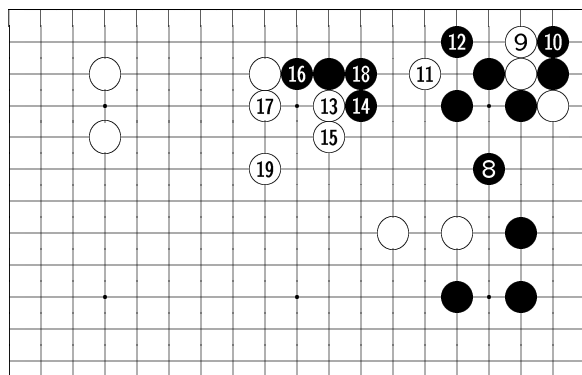
9: White expands his moyo.



Var 1.1 von Zug 5 in Var 1

5: White can live later.

Chapter 3, Pattern 15

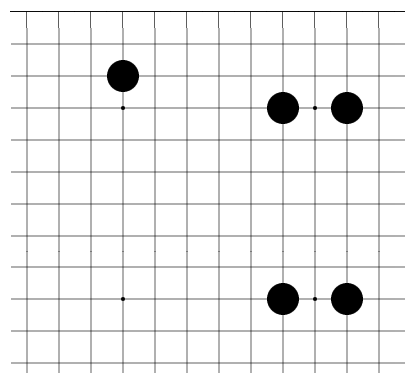


Var 2 von Zug 8 in Dia 2: 8-19

8: Black might defend here to prevent White from playing forcing moves on the right side.

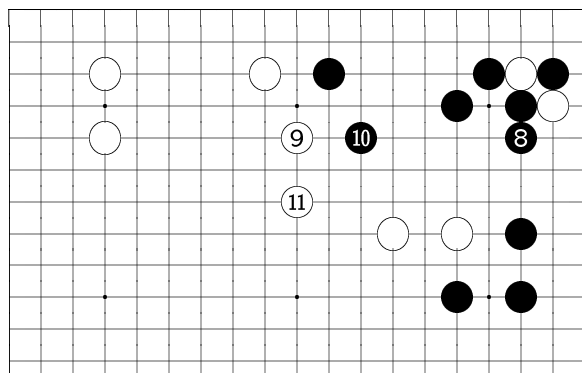
9: White extends so that he can force with the next move.

19: White has played a string of tesujis with perfect timing, and this result is a success for him.



Dia 1

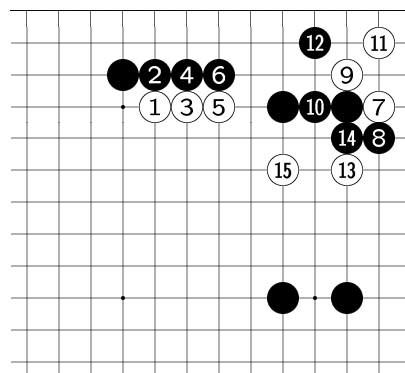
What to do about the black moyo? There are no allies in the vicinity, so White has to be careful. Going in too deep is taboo.



Var 3 von Zug 8 in Dia 2: 8-11

9: If Black makes the previous solid extension, White can be satisfied with depressing Black's position with this move.

11: White is happy with this result.



Dia 2: 1-15

1: Striking at Black's weakest point with this shoulder hit is correct.

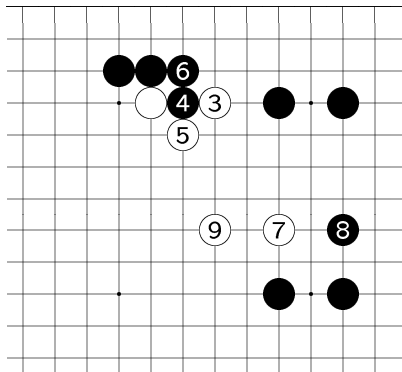
3: White keeps pushing.

7: Continuing with this probe shows good timing.

8: Crawling along the third line as Black has done becomes meaningless if Black doesn't keep the corner, so he will answer here.

11: White sacrifices two more stones so he can force with the continuation.

15: White has pulled off a deep invasion of Black's moyo.

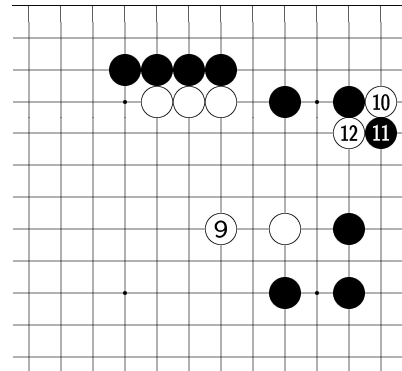


Var 1 von Zug 3 in Dia 2: 3-9

3: This move is light and speedy.

4: Black counters by building thickness with this warikomi.

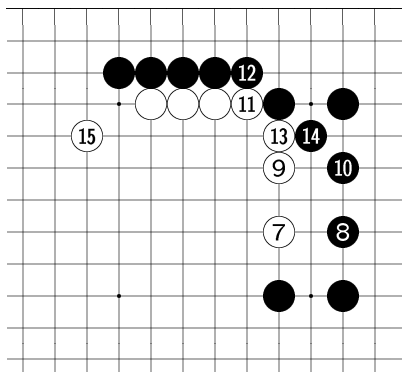
7: Black answers the warikomi just once, then switches to the right side. This light play feels right here. Starting a head-on fight would be unprofitable.



Var 2.1 von Zug 9 in Var 2: 9-12

9: Pulling back to the centre immediately is a solid way to play.

10: White aims at exploiting the thinness of the corner by attaching here in the future.



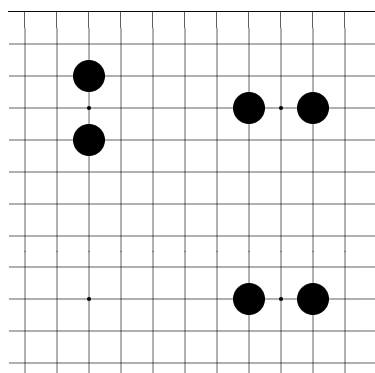
Var 2 von Zug 7 in Dia 2: 7-15

7: White can also continue by making this light reducing move.

11: White gets good sente moves, making effective use of the earlier exchange at the top.

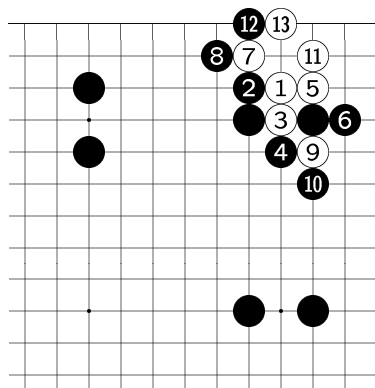
15: White discreetly pulls back here, his mission accomplished.

Chapter 3, Pattern 16



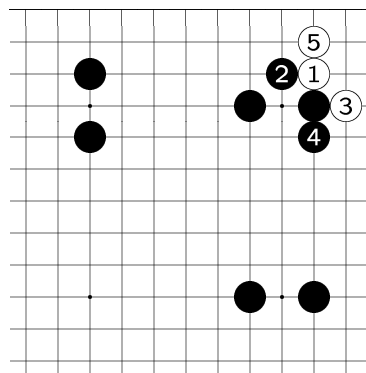
Dia 1

Black's position is just about ideal. In a game you shouldn't really let him make such a good formation, but nonetheless there is still scope for action on White's part.



Dia 2: 1-13

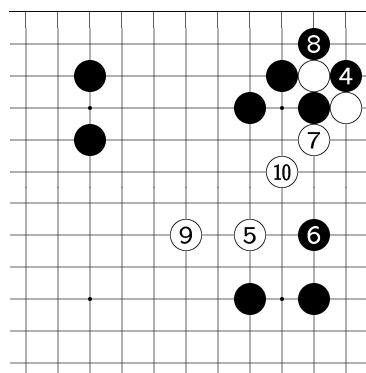
- 1: This is the standard invasion.
- 2: Since Black is so strong here he will attempt to capture White.
- 7: White fights back.
- 13: White cannot get unconditional life.



Var 1 von Zug 1 in Dia 2: 1-5

- 1: This is a subtle move with many implications. Depending on Black's response, White may commence operations immediately.

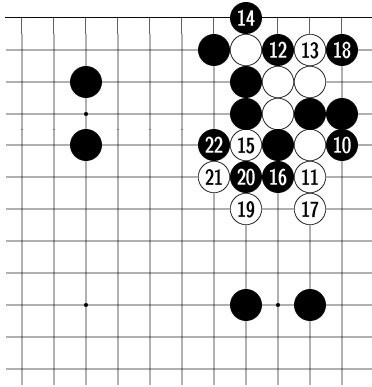
5: If Black pulls back, living promptly with this move is good enough.



Var 1.1 von Zug 4 in Var 1: 4-10

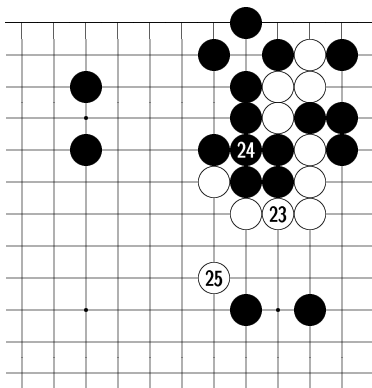
- 5: If Black cuts, White switches to this light reducing move.
- 7: White gives atari once before retreating.
- 10: White is left with the option of playing here, but if Black plays here, White gets sente.

Chapter 3, Pattern 17



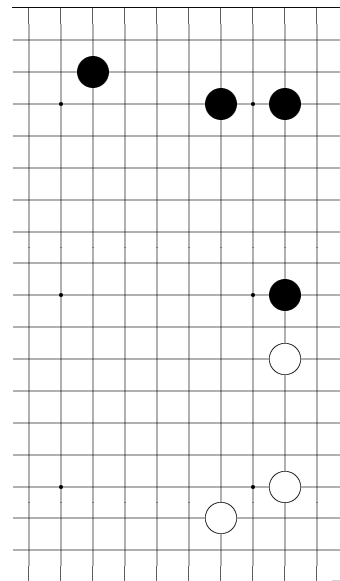
Var 2 von Zug 10 in Dia 2: 10-22

10: The aim of this move is to capture the corner outright, but White has a counter.
15: White sacrifices the corner stones and squeezes with this continuation.

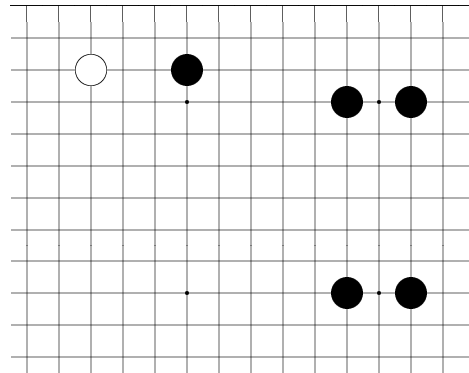


Var 2 (continued): 23-25

25: White then retreats rapidly with this shoulder hit and is satisfied.

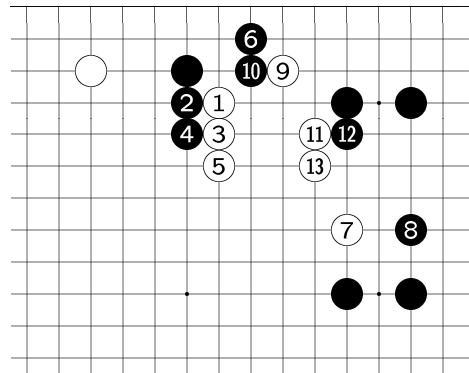


Chapter 3, Pattern 18



Dia 1

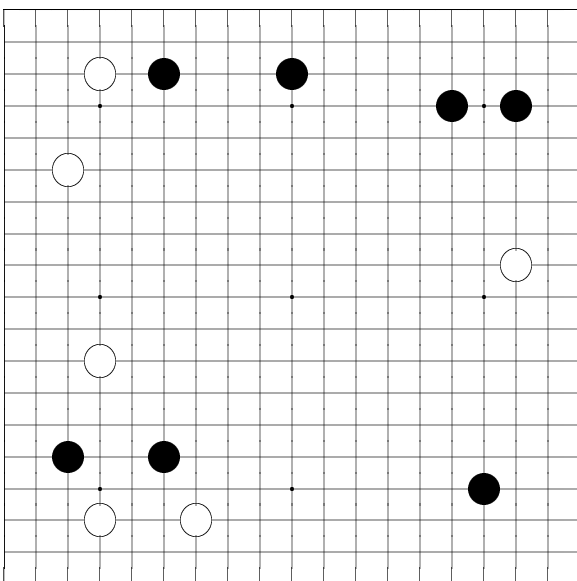
This black moyo is like the one in Pattern Fifteen, except that White has an ally lying in wait around the indicated position.



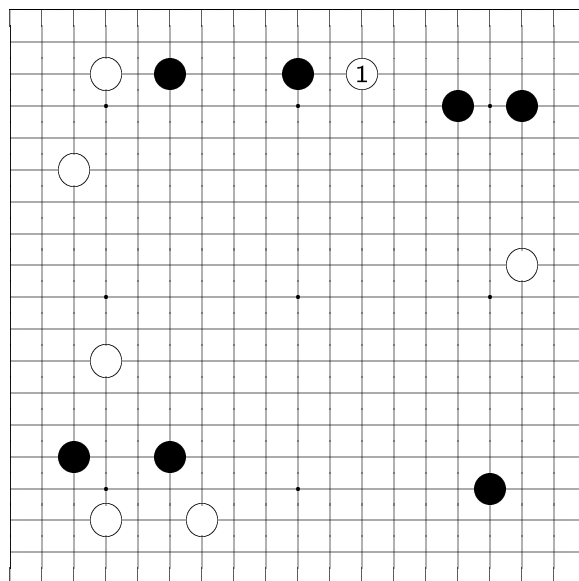
Dia 2: 1-13

2: With White's ally, Black pushes up to keep White separated.

6: This move is essential.

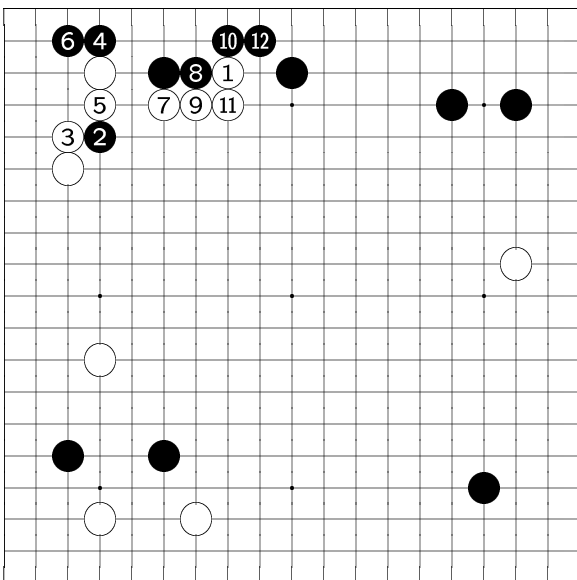


Dia 1



Var 1 von Zug 1 in Dia 2

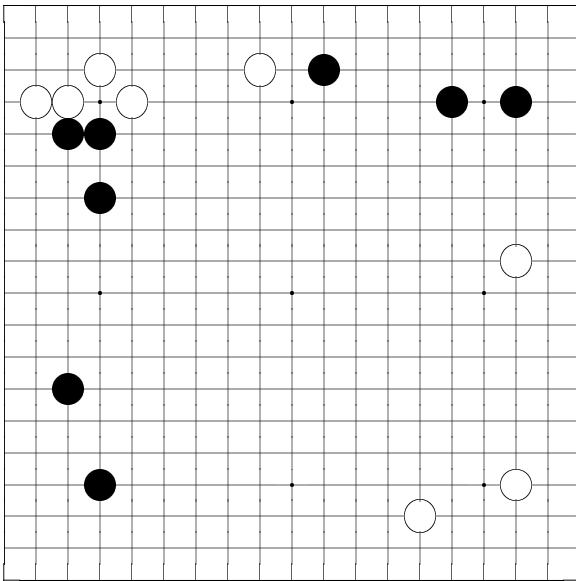
1: In this position this move would be dubious.



Dia 2: 1-12

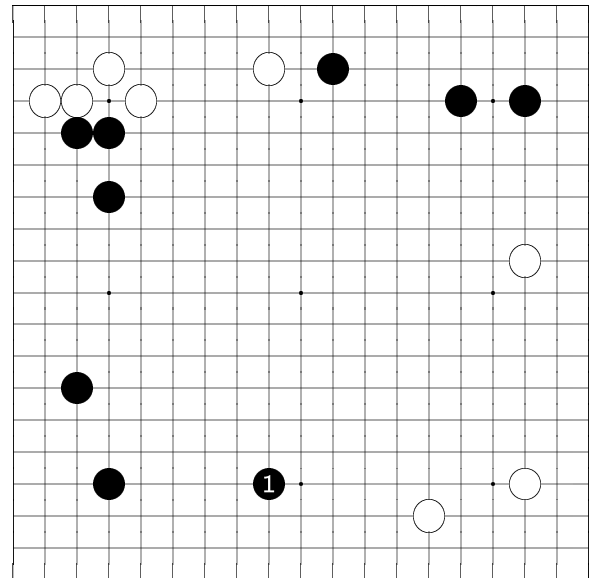
1: When Black made the all-out extension towards the upper left corner, White promptly invaded here, seizing the opportunity to start a fight.

Chapter 3, Reference 2



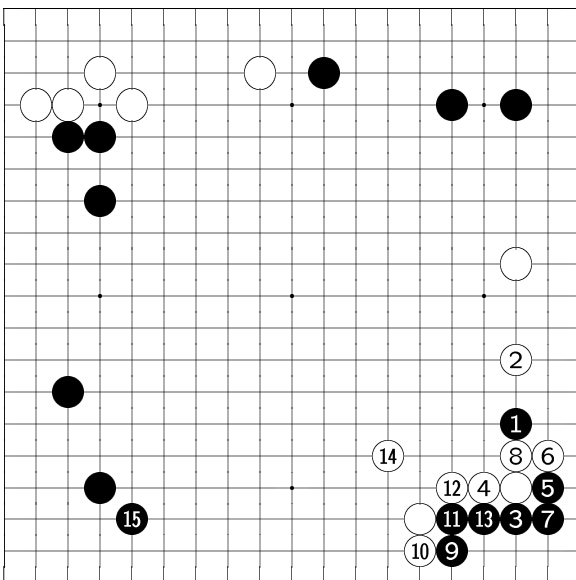
Dia 1

14: Black takes profit and White secures influence.



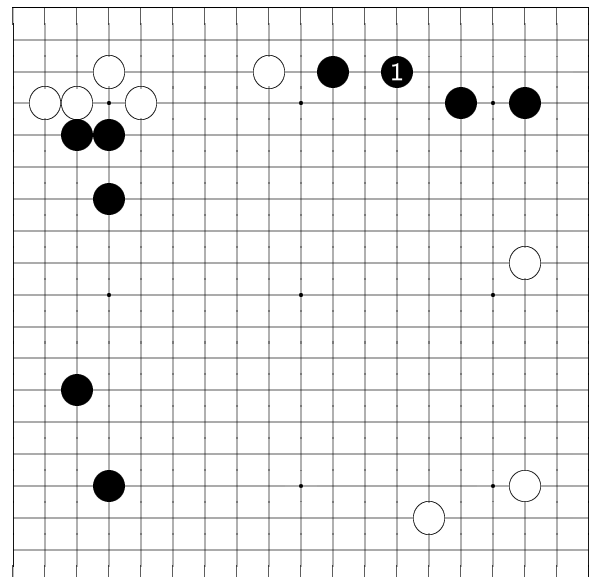
Var 1 von Zug 1 in Dia 2

1: This would be a conventional idea.



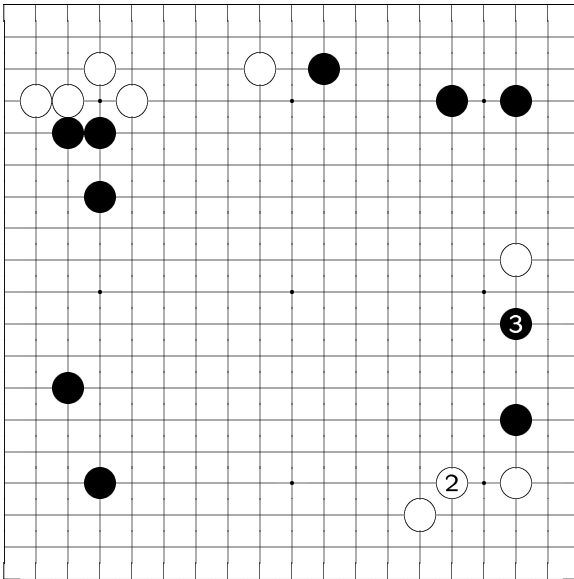
Dia 2: 1-15

1: This is a severe move.
2: This shows natural fighting spirit; a set pattern follows.



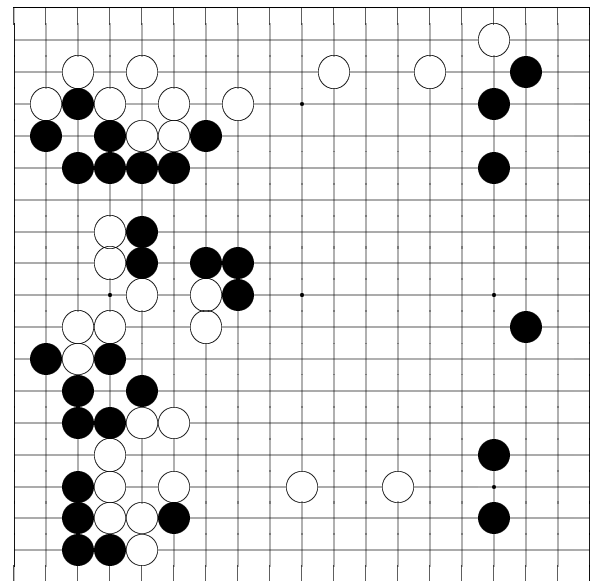
Var 2 von Zug 1 in Dia 2

1: This would be a conventional idea.

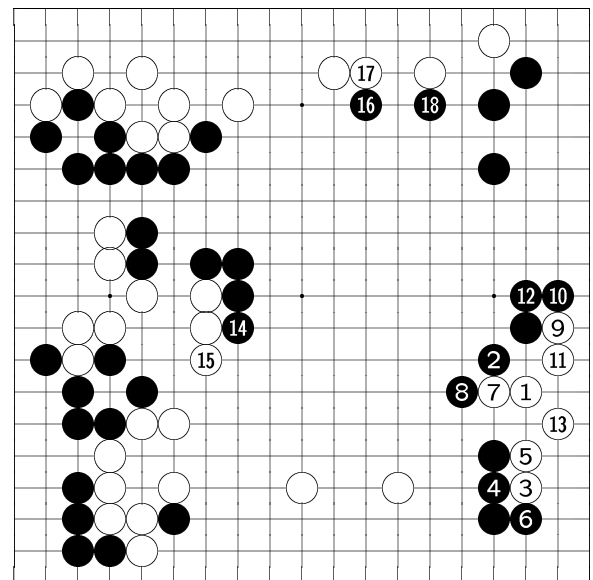


Var 3 von Zug 2 in Dia 2: 2-3

3: This simplifies the game.



Dia 1



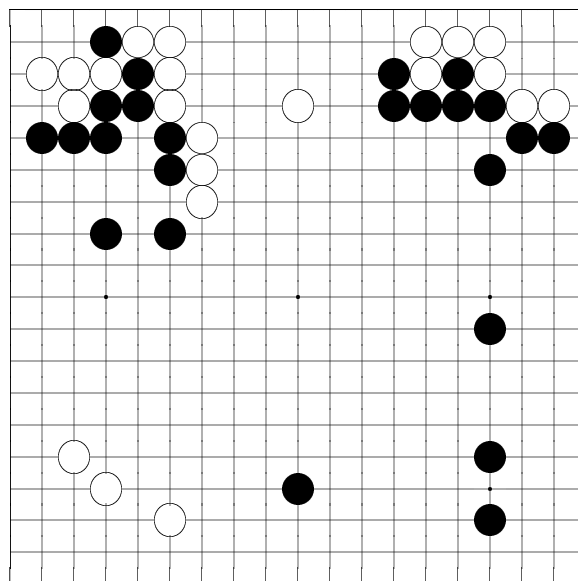
Dia 2: 1-18

1: In this position this forthright invasion was a severe move.

2: Black's aim with this move was to seal White in and build strength in the centre.

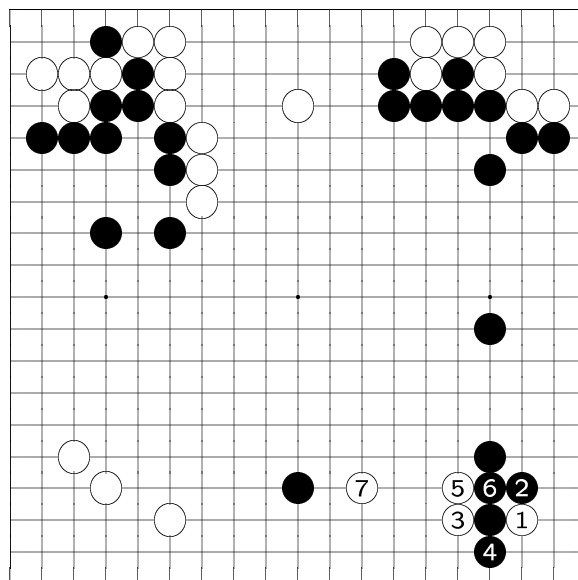
13: White gouged out the side, but Black built up a centre moyo.

Chapter 3, Reference 4



Dia 1

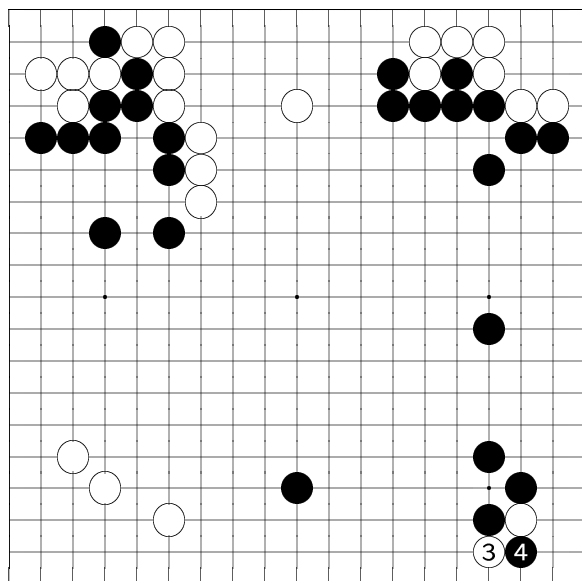
This position is taken from a professional game, but the shape has been changed a little.



Dia 2: 1-7

1: Here this probe is a good move.

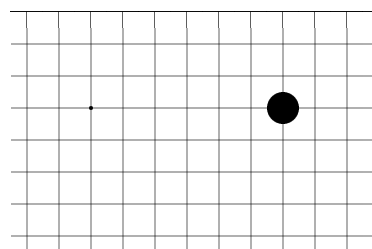
3: Switching to this point is an interesting strategy which works well in some positions.
 7: White succeeds in isolating Black's centre bottom star-point stone.



Var 1 von Zug 3 in Dia 2: 3-4

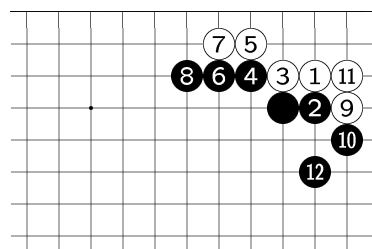
3: If White plays here instead, the Black cut makes the position difficult for White.

Chapter 4, Pattern 1



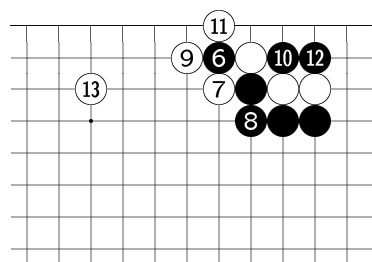
Dia 1

When we learn go, we first run into the star point. It provides us with the basic invasion techniques.



Dia 2: 1-12

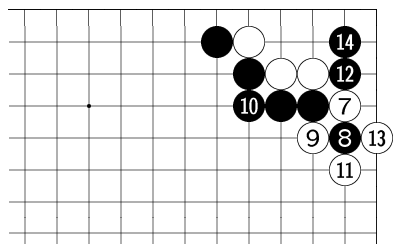
12: This pattern is a standard invasion joseki. White secures profit in the corner and Black secures compensating influence.



Var 1 von Zug 6 in Dia 2: 6-13

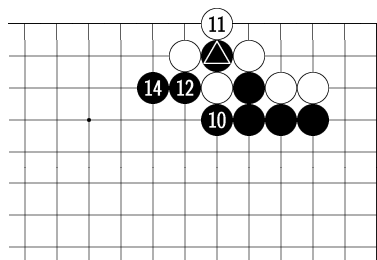
6: Black can also make the two-step hane.
 12: If White captures a stone, Black takes back the corner territory.
 13: The joseki ends with White's extension, but the result seems a little slack for Black.

Chapter 4, Pattern 2



Var 1.1 von Zug 7 in Var 1: 7-14

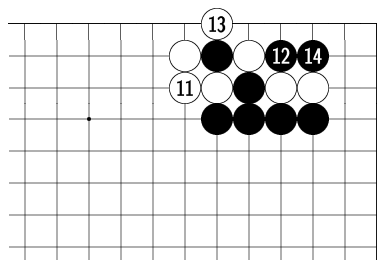
14: This is an alternative pattern. Black takes the corner while White gets a ponnuki.



Var 1.2 von Zug 10 in Var 1: 10-14

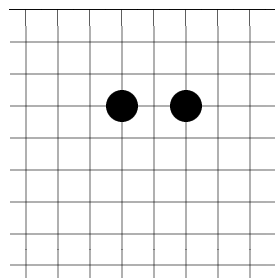
+ ⑬ auf ▲

10: The aim of giving atari on top is to build up thickness for Black.



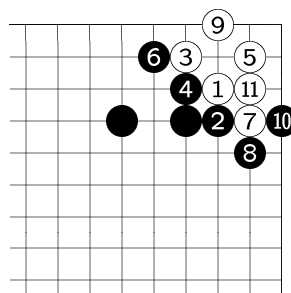
Var 1.2.1 von Zug 11 in Var 1.2: 11-14

14: Since White has not captured the stone immediately, Black takes the corner. Black has gained by giving the atari on top.



Dia 1

Black has made a one-space extension from the star-point stone. A single-handed invasion is unusual, but it is of course possible.

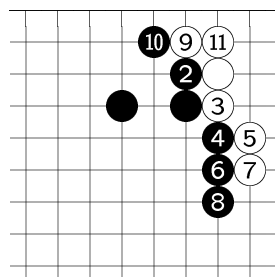


Dia 2: 1-11

1: Invading here is the usual approach: it is the vital point.

3: This makes good shape.

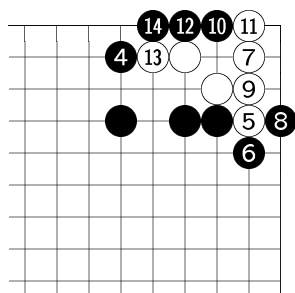
11: White lives.



Var 1 von Zug 2 in Dia 2: 2-11

2: Blocking on the inside is feasible in some positions.

11: White lives in the corner and Black builds up outward influence.

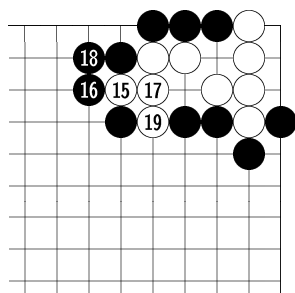


Var 2 von Zug 4 in Dia 2: 4-14

4: Black can also jump down towards the edge.

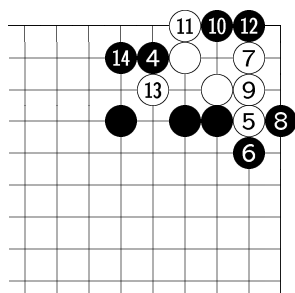
9: White seeks a base.

10: Attempting to take away White's eye shape immediately is unreasonable.



Var 2 (continued): 15-19

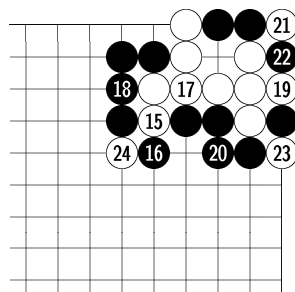
19: Black collapses after this forced continuation.



Var 3 von Zug 4 in Dia 2: 4-14

4: Attaching here is a short-tempered response to White's kosumi.

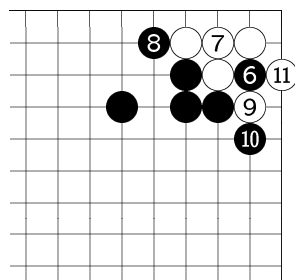
10: Black's attempt to kill with this move is unlikely to succeed.



Var 3 (continued): 15-24

23: White counters with this carefully timed sequence and is virtually alive.

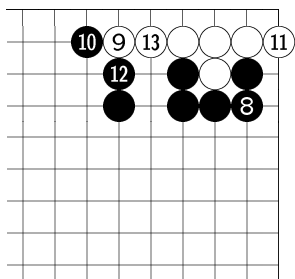
24: Black has to worry about this cutting point.



Var 4 von Zug 6 in Dia 2: 6-11

6: Giving atari before blocking is bad.

11: White captures the stone and Black gets no compensation for the loss.

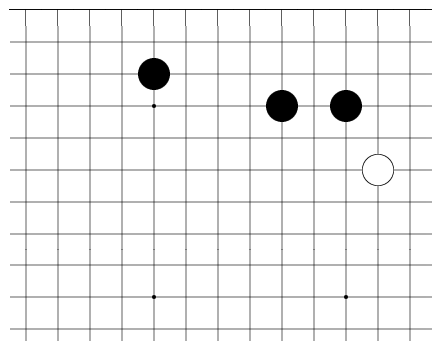


Var 4.1 von Zug 8 in Var 4: 8-13

8: It's different, however, if Black connects here instead of blocking on the top side. Emphasizing the right side like this is possible.

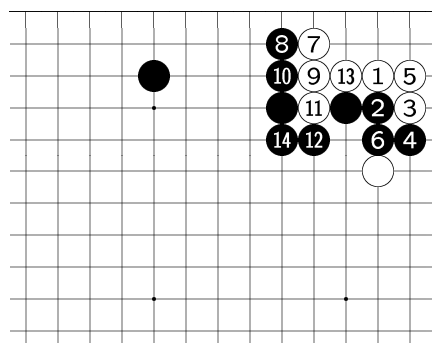
13: White lives.

Chapter 4, Pattern 3



Dia 1

Black has made an extension along the top and White has made an approach move. Invading should be easy.



Dia 2: 1-14

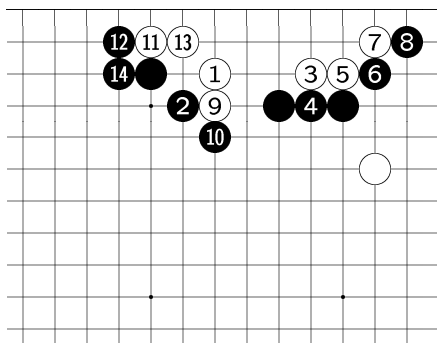
1: Invading here is the simplest and most effective move.

2: Black usually blocks here.

7: White makes life.

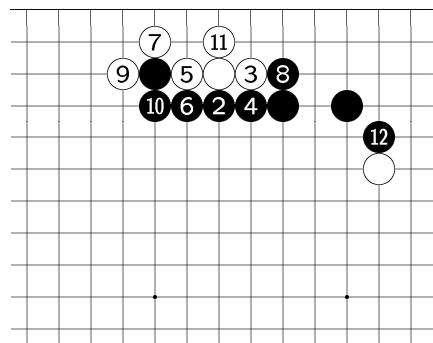
8: Black attaches to settle the shape.

14: The joseki concludes with this reinforcement. Both sides are satisfied.



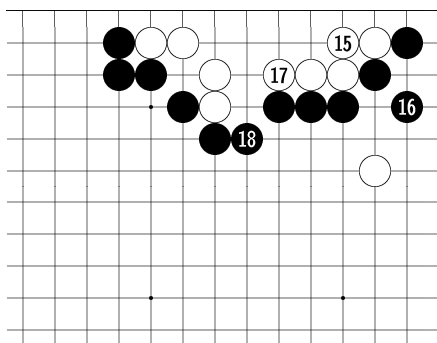
Var 1 von Zug 1 in Dia 2: 1-14

- 1: Depending on the position at the top and on the right side, White may prefer to invade here.
- 2: Black usually answers here.
- 3: White plays a probe.



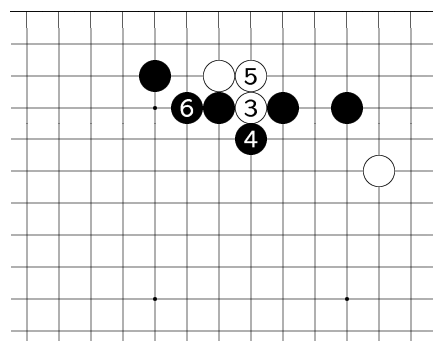
Var 1.1 von Zug 2 in Var 1: 2-12

- 2: Attaching on top is a standard response.
- 11: White gouges out the top, but Black builds outward influence.
- 12: Black secures his corner and is satisfied.



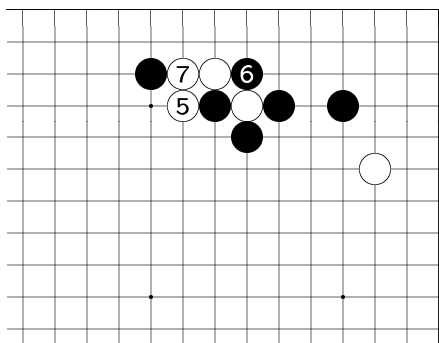
Var 1 (continued): 15-18

- 17: White lives.
- 18: Black completes his centre blockade. This is a standard pattern.



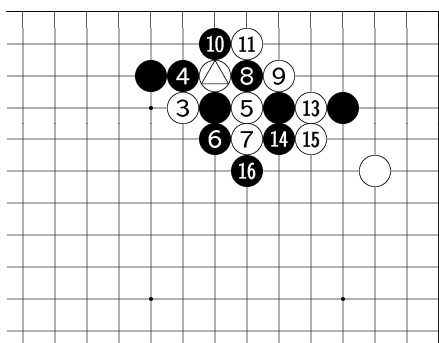
Var 1.1.1 von Zug 3 in Var 1.1: 3-6

- 3: This hanekomi is also possible.
- 4: Giving atari on the outside is the peaceful answer.
- 6: Black pulls back.



Var 1.1.1.1 von Zug 5 in Var 1.1.1: 5-7

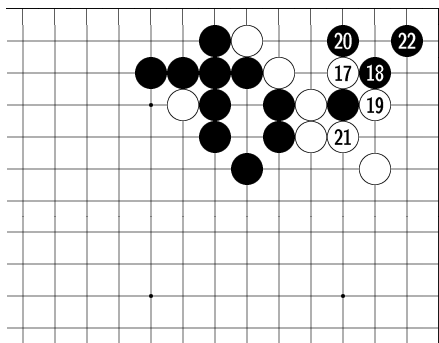
5: Making this hane is not recommended.
 7: Black gets excellent thickness with the ponnuki. White may have broken through Black's net, but his group is heavy.



Var 1.1.2 von Zug 3 in Var 1.1: 3-16

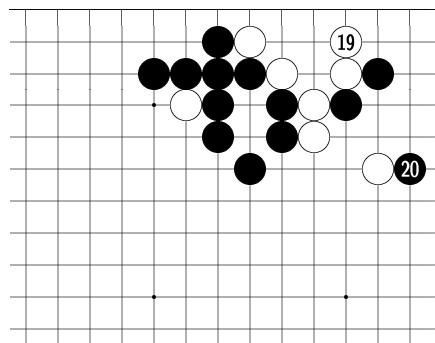
+ 12 auf

3: This and the following White moves are bad style.

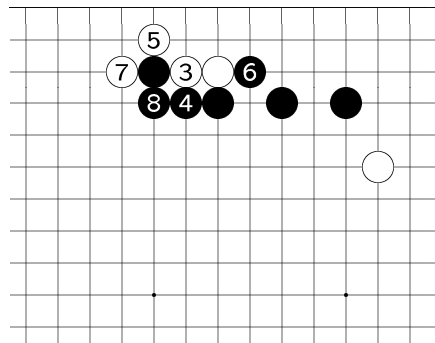


Var 1.1.2 (continued): 17-22

17: White uses his sacrifice to take the corner, but Black makes the ideal "tortoise shell" shape (worth 60 points, according to the proverb, which makes it twice as strong as a ponnuki). Black gets superb thickness, while White's corner is not yet secure.
 22: Black can aim at playing this sequence in the corner. There are also various other moves Black can aim at. White can hardly count this corner as his territory.

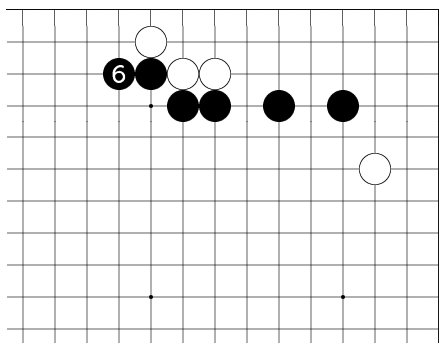


Var 1.1.2.1 von Zug 19 in Var 1.1.2: 19-20



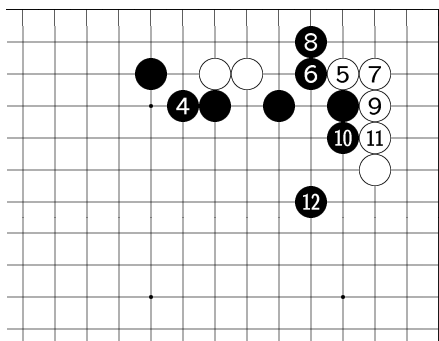
Var 1.1.3 von Zug 3 in Var 1.1: 3-8

3: If White plays here, Black's simplest answer is to block on top.
 6: Black defends the corner.



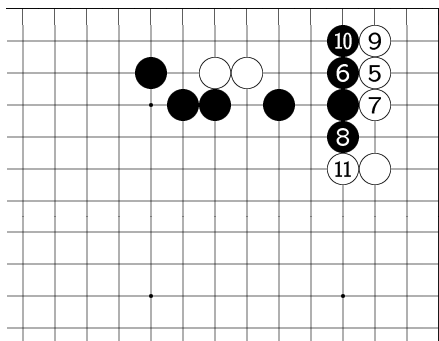
Var 1.1.3.1 von Zug 6 in Var 1.1.3

6: Black could also build outward influence by extending here.



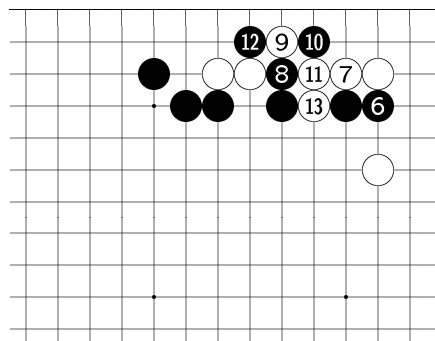
Var 1.1.4 von Zug 4 in Var 1.1: 4-12

4: Pulling back is also possible.
 5: This is the tesuji for sabaki.
 11: White lives in the corner, but capturing the two stones gives Black a good result.



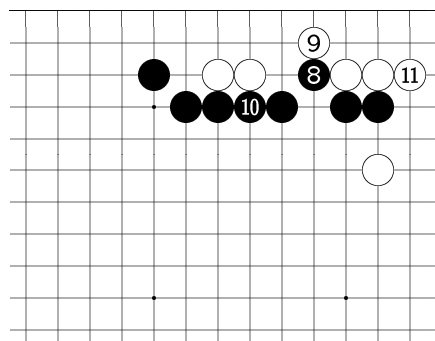
Var 1.1.4.1 von Zug 5 in Var 1.1.4: 5-11

5: White could also play for an exchange by invading at the 3-3 point.
 9: White forces before pushing up.
 11: This result is good for Black.



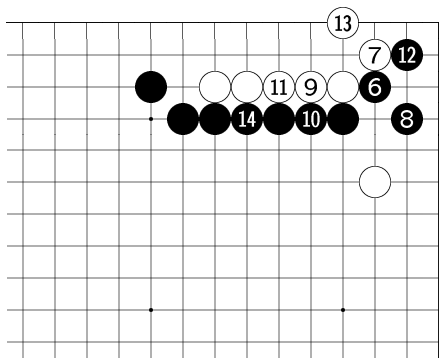
Var 1.1.4.1.1 von Zug 6 in Var 1.1.4.1: 6-13

6: Intercepting here is bad.
 8: Black cannot block here, as he collapses as shown in the continuation.



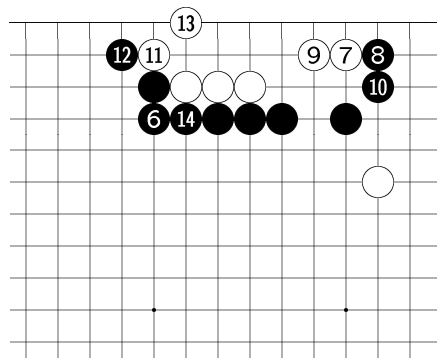
Var 1.1.4.1.1.1 von Zug 8 in Var 1.1.4.1.1: 8-11

8: If Black blocks here, White connects underneath.
 10: Connecting solidly gives Black good aji.
 11: But White gouges out a large corner territory. This is unsatisfactory for Black.



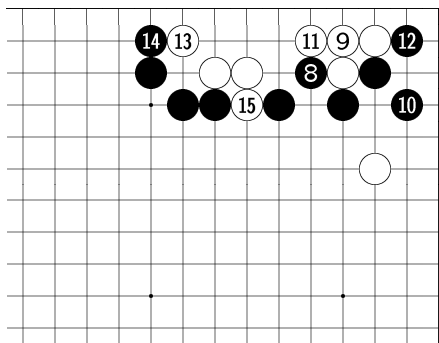
Var 1.1.4.2 von Zug 6 in Var 1.1.4: 6-14

- 6: Black could also answer by blocking here.
- 7: This is a tesuji.
- 13: White lives.
- 14: Black completes his blockade by connecting solidly.



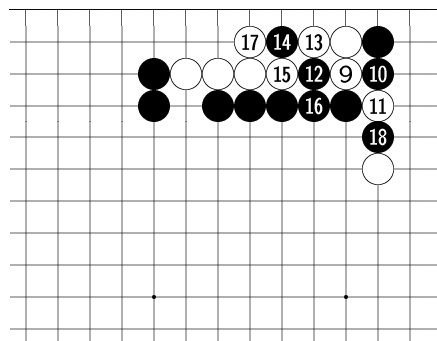
Var 1.1.5 von Zug 6 in Var 1.1: 6-14

- 6: This is a strong move.
- 13: White lives.
- 14: Black seals White in tightly, though in gote.



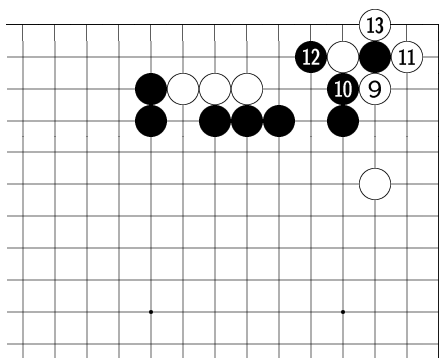
Var 1.1.4.2.1 von Zug 8 in Var 1.1.4.2: 8-15

- 8: Giving atari before defending is a crude combination.
- 13: This move puts Black on the spot.
- 14: If Black blocks here, he is left with a weakness as seen in White's response.



Var 1.1.5.1 von Zug 9 in Var 1.1.5: 9-18

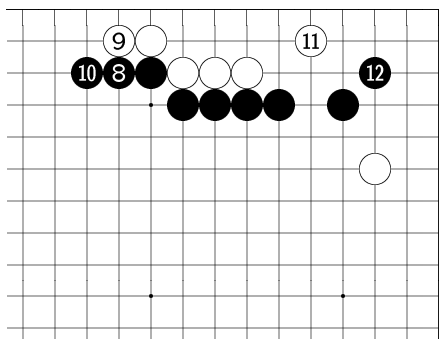
- 9: Answering by bumping and cutting is reckless.
- 12: Black smartly forces twice.
- 18: Black captures. His outward influence is even more impressive than if White had played correctly.



Var 1.1.5.2 von Zug 9 in Var 1.1.5: 9-13

9: Fighting spirit would probably lead White to hane here.

13: White lives in the corner, but Black is satisfied with capturing the three white stones. White plays this way when he is dissatisfied with the prospect of being sealed in tightly.



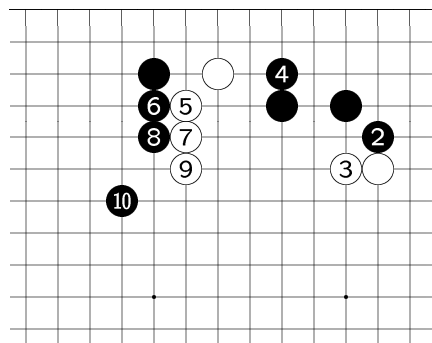
Var 1.1.6 von Zug 8 in Var 1.1: 8-12

8: Black can also extend.

9: White crawls once more before living.

11: Black lives.

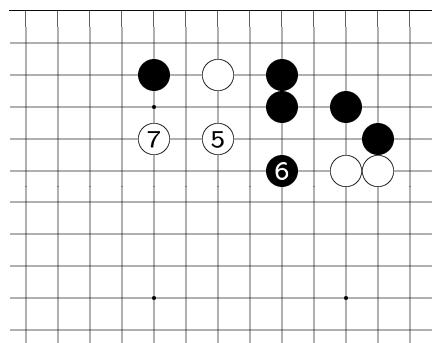
12: This is correct shape in this kind of position. The result is a division between profit and influence.



Var 1.2 von Zug 2 in Var 1: 2-10

2: Black could guard the corner and drive White out into the centre, but his strategy is a little unnatural.

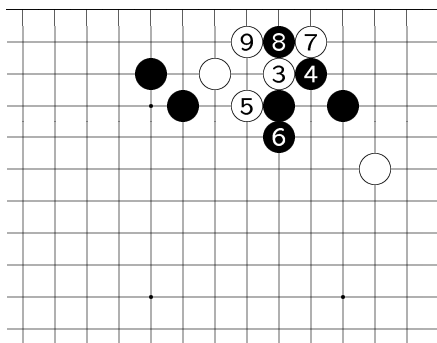
6: Black chases White out, but this way of playing is not recommended for Black.



Var 1.2.1 von Zug 5 in Var 1.2: 5-7

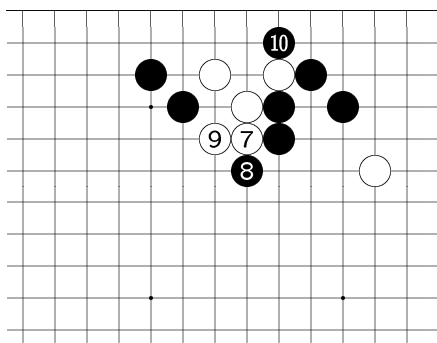
6: If White jumps out lightly, Black keeps White separated by jumping to this point. This pattern often comes up in handicap games, but Black's approach here is negative.

7: Reinforcing is an important point.



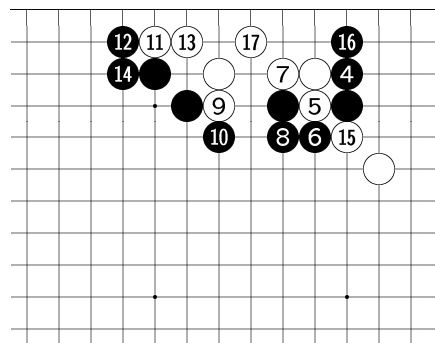
Var 1.3 von Zug 3 in Var 1: 3-9

- 3: White can also attach here.
- 6: This is a good move.
- 7: The two-step hane builds momentum for sabaki.
- 9: If Black cuts, White intends to fight a ko.



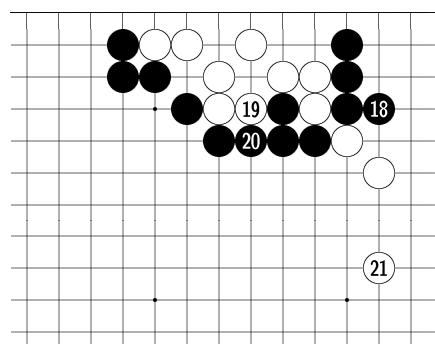
Var 1.3.1 von Zug 7 in Var 1.3: 7-10

- 7: Pushing out is bad.
- 10: Black takes away White's base and makes his group vulnerable to attack.



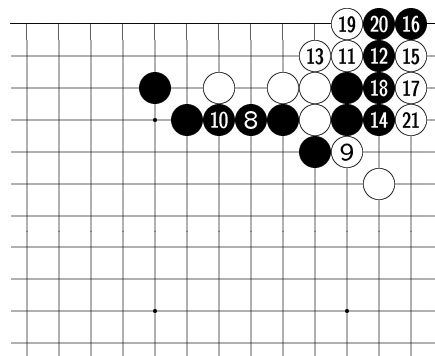
Var 1.4 von Zug 4 in Var 1: 4-17

- 4: Blocking here gives Black bad aji.
- 5: White pushes through, then turns.



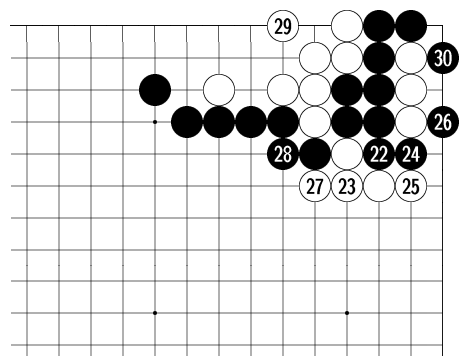
Var 1.4 (continued): 18-21

- 20: White lives, while Black builds outward influence.
- 21: Playing around this point becomes urgent.



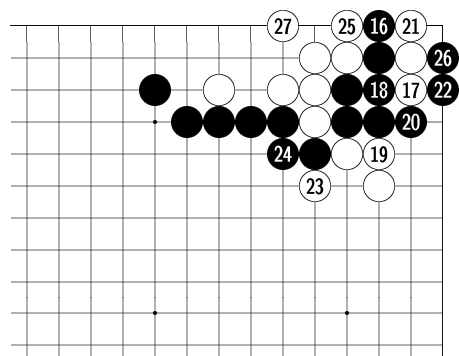
Var 1.4.1 von Zug 8 in Var 1.4: 8-21

8: Extending here instead of connecting solidly gives Black even worse aji.
 10: After White's cut, Black has to play here.
 15: White has this follow-up tesuji.
 19: White has forced twice.
 21: White makes a sacrifice. The continuation is forced.



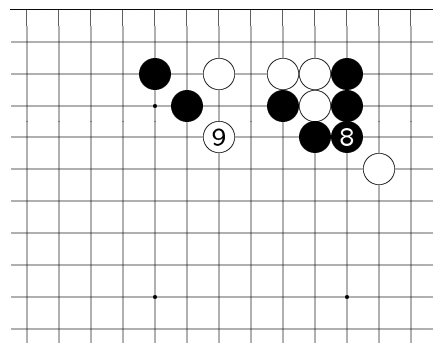
Var 1.4.1 (continued): 22-30

29: White lives in sente. He is satisfied.



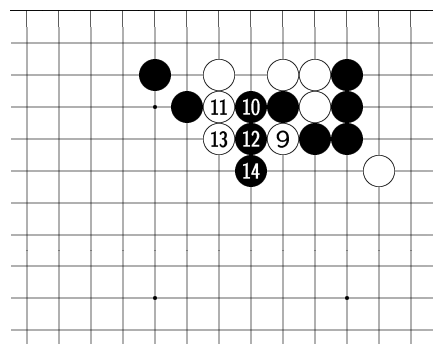
Var 1.4.1.1 von Zug 16 in Var 1.4.1: 16-27

16: Descending here instead of the hane makes little difference to the result.
 21: This is a clever move.
 25: White has forced twice.
 27: White lives in sente.



Var 1.4.2 von Zug 8 in Var 1.4: 8-9

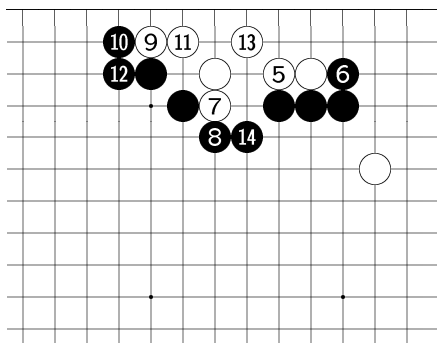
9: If Black connects solidly on the other side, this tesuji works perfectly. White easily escapes into the centre.



Var 1.4.2.1 von Zug 9 in Var 1.4.2: 9-14

9: Giving atari, then pushing through, looks like a tesuji and achieves the same aim of getting into the centre, but it is not the same.

14: This way Black keeps one step ahead and White gets heavy shape.

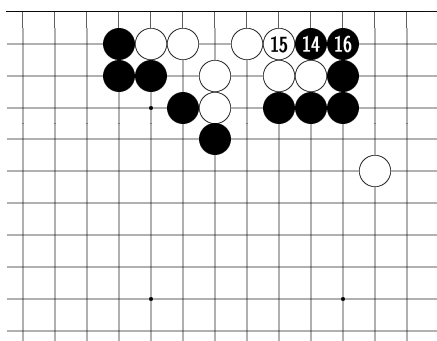


Var 1.5 von Zug 5 in Var 1: 5-14

5: White can backtrack.

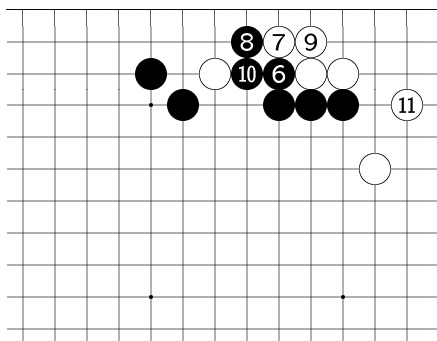
13: White lives in sente.

14: Black can defend here, blocking the centre.



Var 1.5.1 von Zug 14 in Var 1.5: 14-16

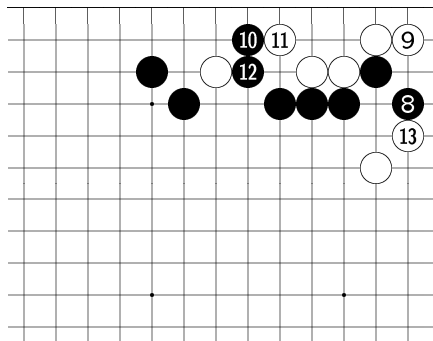
14: Black can also defend here.



Var 1.6 von Zug 6 in Var 1: 6-11

6: Attempting to catch the White stone is slack.

11: White gets a larger corner than before with the preceding sequence. Note that this move is a tesuji for connection.

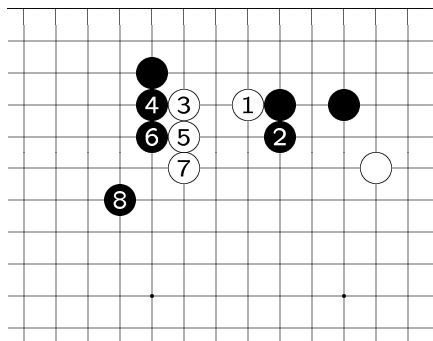


Var 1.7 von Zug 8 in Var 1: 8-13

8: If Black plays here, White extends into the corner.

12: Black captures a stone and White lives in the corner.

13: Later, this move will be sente for White.

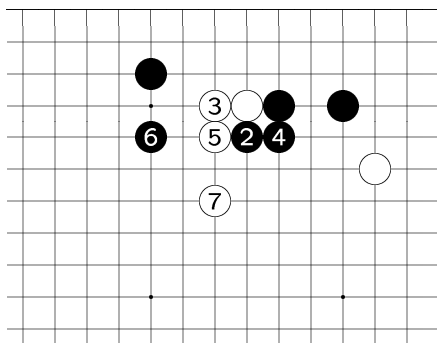


Var 2 von Zug 1 in Dia 2: 1-8

1: Attaching here is sometimes a powerful move.

2: This is the peaceful answer.

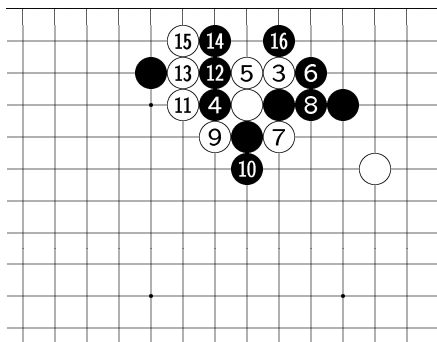
8: A running fight develops and moves into the centre. White has more or less achieved his objective in attaching with his invasion stone.



Var 2.1 von Zug 2 in Var 2: 2-7

2: This is a strong move.

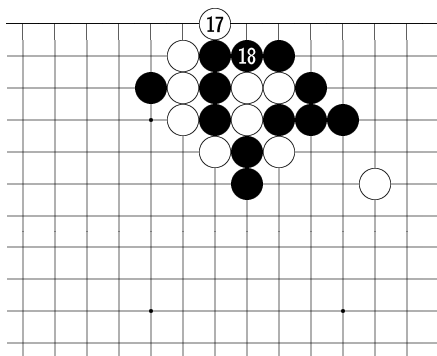
7: Since White has driven a wedge through Black's sphere of influence, he is satisfied.



Var 2.1.1 von Zug 3 in Var 2.1: 3-16

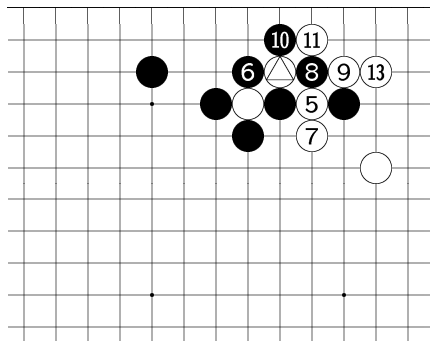
3: Countering immediately with a hane is possible.

4: Black will resist.



Var 2.1.1 (continued): 17-18

18: Black is happy to follow orders and capture the three white stones. This is good enough for him.



Var 2.1.1.1 von Zug 5 in Var 2.1.1: 5-13

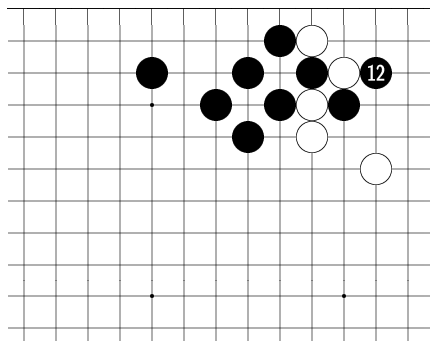
+ 12 auf

5: The counter-atari is another variation.

10: Making ponnukis is good enough for Black.

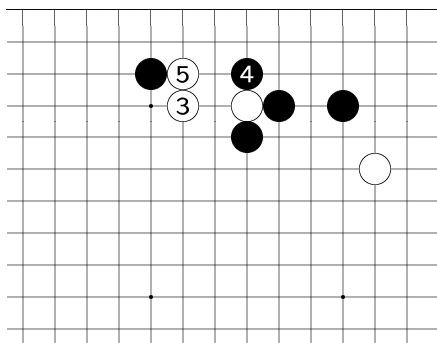
12: Connecting is slack.

13: This result gives White quite good shape.



Var 2.1.1.1.1 von Zug 12 in Var 2.1.1.1

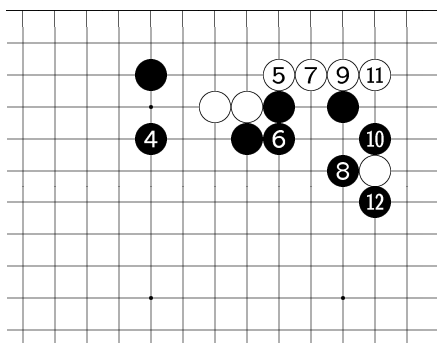
12: Instead of connecting, Black should aim at starting a ko. This is the fighting move.



Var 2.1.2 von Zug 3 in Var 2.1: 3-5

3: White can also switch to this shoulder hit.

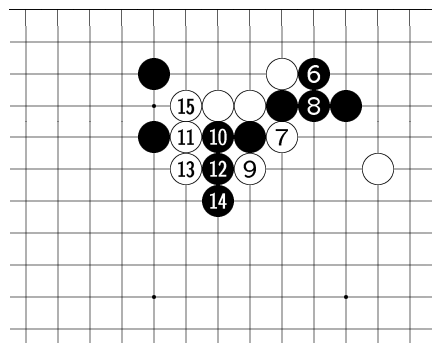
5: After Black's atari, White descends here and makes the solitary black stone at the top his target for attack.



Var 2.1.3 von Zug 4 in Var 2.1: 4-12

4: Jumping into the centre one step ahead of White (instead of connecting immediately as in the next move) is also feasible.

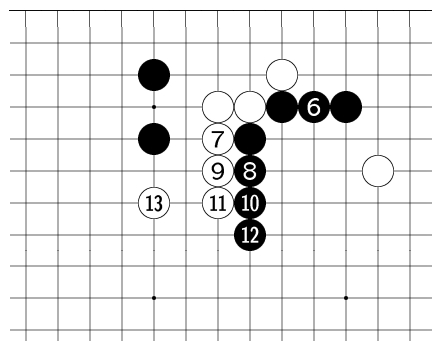
6: This is correct shape. A trade follows, with White taking the corner.



Var 2.1.3.1 von Zug 6 in Var 2.1.3: 6-15

6: Blocking here is bad style.

15: Black suffers a setback when White breaks through into the centre.

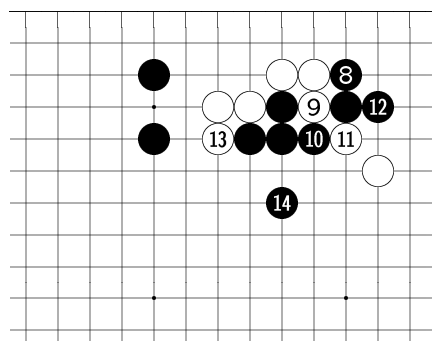


Var 2.1.3.2 von Zug 6 in Var 2.1.3: 6-13

6: This move is also possible.

7: White can answer simply by pushing out.

13: Capping should take care of White's group.

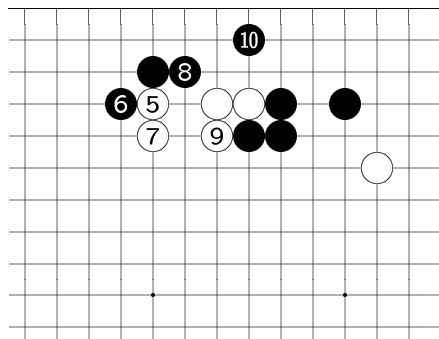


Var 2.1.3.3 von Zug 8 in Var 2.1.3: 8-14

8: If Black blocks here, complications ensue when White pushes through and cuts.

12: This is correct shape.

14: Black must jump to this point. This is a slightly disagreeable result for Black.

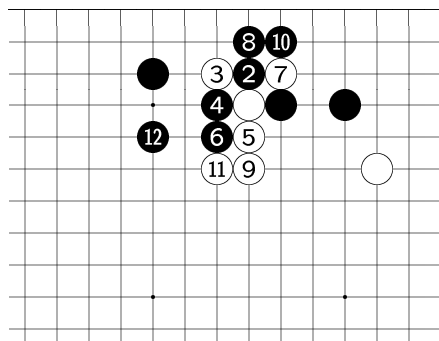


Var 2.1.4 von Zug 5 in Var 2.1: 5-10

5: White can also attach here, then extend in order to settle his stones.

9: This is correct shape.

10: Black is satisfied, as his connecting move works perfectly.

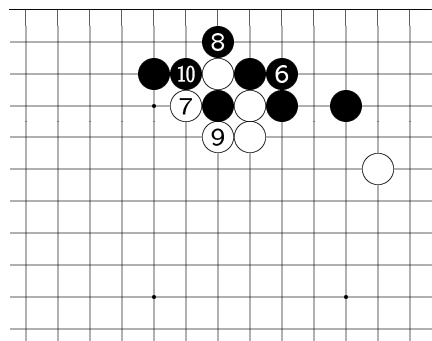


Var 2.2 von Zug 2 in Var 2: 2-12

2: Black can also make the hane on the third line.

4: If White makes a counter-hane, Black cuts and a set pattern follows.

12: Black gets profit and White outside thickness.

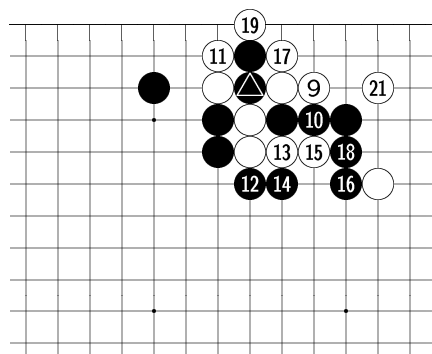


Var 2.2.1 von Zug 6 in Var 2.2: 6-10

6: Connecting here is usually bad for Black.

9: The reason the earlier connection is bad is that White builds thickness.

10: Black does secure the top area by connecting underneath, but he should only play like this in a position in which White's thickness is ineffective.



Var 2.2.2 von Zug 9 in Var 2.2: 9-21

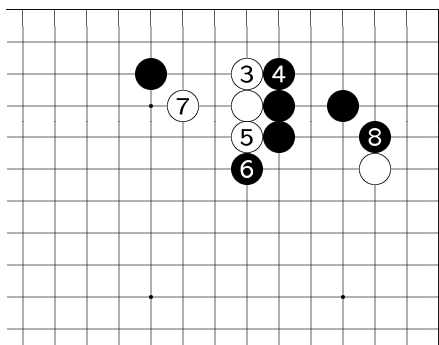
+ 20 auf

9: In special circumstances White might extend here.

10: Black counters with this continuation to set up a tesuji.

16: This is the tesuji.

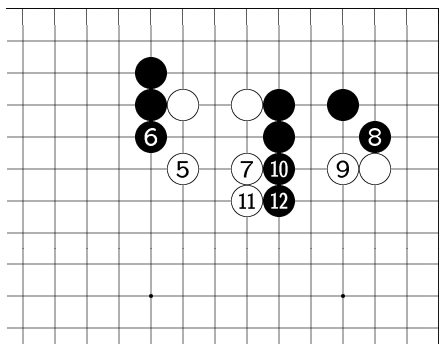
21: White secures a base in the corner and Black builds thickness.



Var 2.3 von Zug 3 in Var 2: 3-8

5: Black pushes up, gaining the momentum to make the shoulder hit next.

8: Black secures the corner territory.



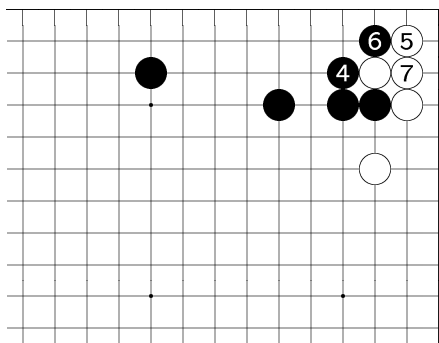
Var 2.4 von Zug 5 in Var 2: 5-12

5: White can also jump.

7: White makes good shape.

8: Black plays here to make White heavy.

10: Black drives White out into the centre.

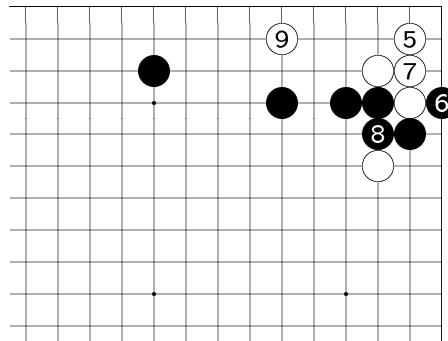


Var 3 von Zug 4 in Dia 2: 4-7

4: Blocking here is possible on occasion, especially when one is concerned to secure sente in order to switch to another large point.

6: Black contents himself with this forcing move.

7: White is satisfied with his invasion.

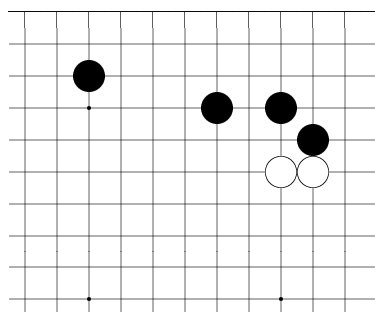


Var 4 von Zug 5 in Dia 2: 5-9

5: White can also make the diagonal connection.

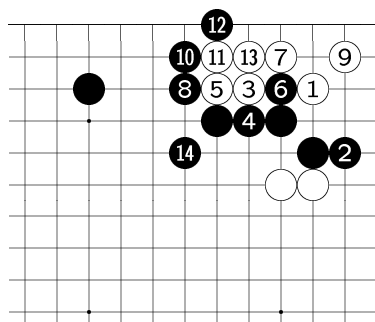
9: This is a division of profit and influence, but White's shape is just a little thin.

Chapter 4, Pattern 4



Dia 1

This pattern also comes up constantly in both even and handicap games. What is the most effective invasion point for White?

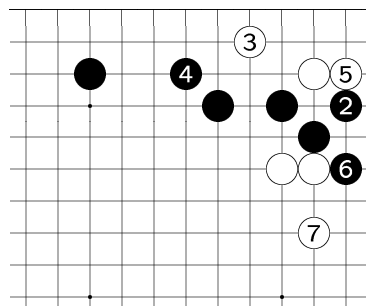


Dia 2: 1-14

1: In this pattern also the vital point for invading is the 3-3 point.

2: This is a positive response. Black is prepared to let White live in the corner; in return, he cuts off the two outside stones and prepares to attack them.

14: The sequence up to here is a joseki.



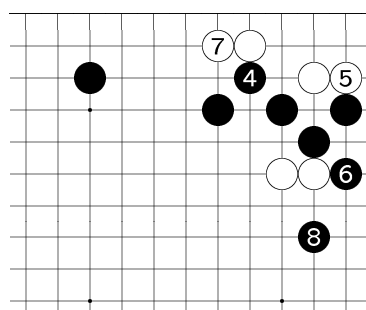
Var 1 von Zug 2 in Dia 2: 2-7

2: In some positions, Black might menace White with this diagonal move.

3: This is good shape.

4: This is also good shape.

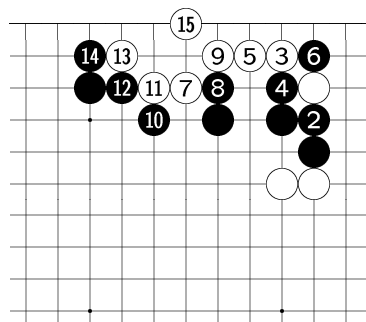
5: White plays here to live.



Var 1.1 von Zug 4 in Var 1: 4-8

4: Black can also attach here.

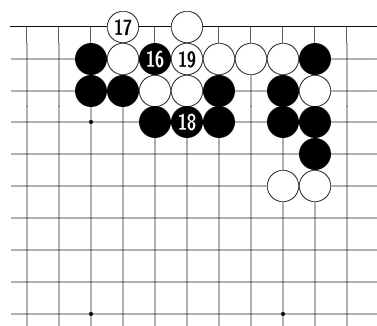
8: White can extend, but Black takes this key point. Black makes a gain on the right side but he suffers at the top.



Var 2 von Zug 2 in Dia 2: 2-15

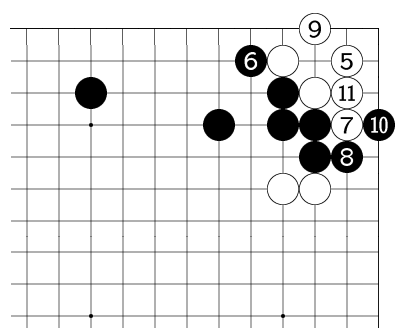
2: This is Black's strongest counter. This move is called "guzumi", the name for the bad-shape empty triangle when it is an effective move. It is a move for special cases and it has appeared in the games of high-dan professional players. White usually leaves the corner as it is and waits for a good opportunity to continue play here.

3: If White continues immediately in the corner, this diagonal move is correct style.



Var 2 (continued): 16-19

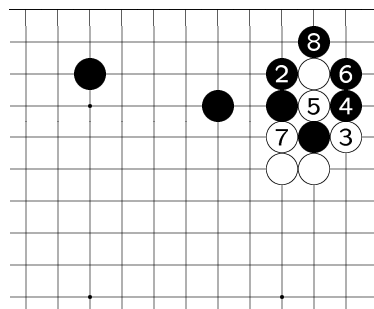
19: White lives, but this result is not good for him.



Var 2.1 von Zug 5 in Var 2: 5-11

5: White plays here if he wants to live in the corner.

11: White succeeds to live, but this result is not good for him either. Doing something in the corner immediately is not advisable.

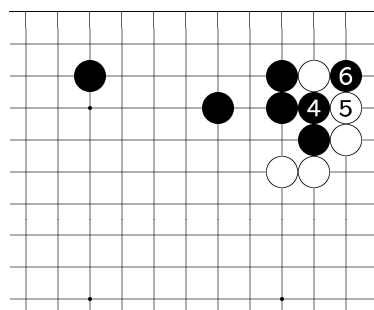


Var 3 von Zug 2 in Dia 2: 2-8

2: Blocking on the inside is negative and slack.

4: Black plays here to settle the shape.

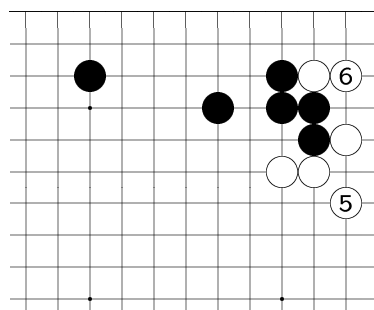
8: White has been given a comfortable position.



Var 3.1 von Zug 4 in Var 3: 4-6

4: The aim of this guzumi is to leave scope to attack White.

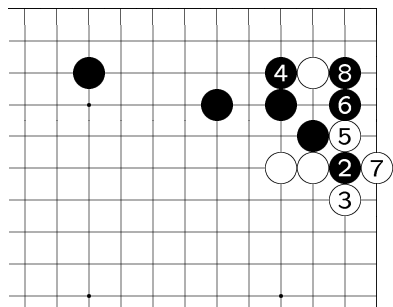
5: In many cases White keeps this move in reserve.



Var 3.1.1 von Zug 5 in Var 3.1: 5-6

5: White usually leaves the corner as it is after Black's previous move. His strategy then revolves around the aji of this diagonal connection.

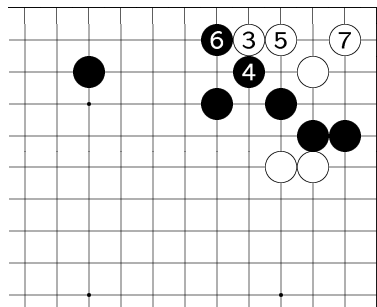
6: If White gets a chance to play the previous diagonal connection, he continues in the corner here.



Var 4 von Zug 2 in Dia 2: 2-8

2: When Black really wants to keep the corner territory, he can play here.

7: For his part, White is satisfied with making a ponnuki in sente.

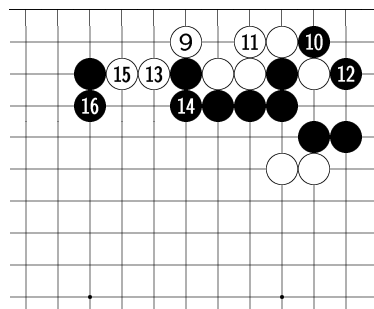


Var 5 von Zug 3 in Dia 2: 3-7

3: White can also run along the top with the knight's move.

4: In response, this is correct shape.

7: After Black blocks the way out, White is forced to make a small life in the corner.

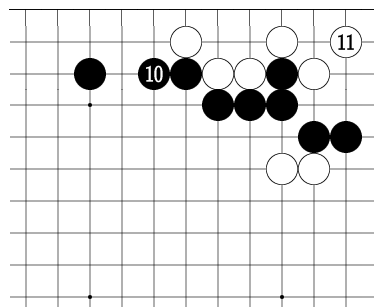


Var 6 von Zug 9 in Dia 2: 9-16

9: White plays here when he is prepared to give up the corner to Black in return for a base on the top edge.

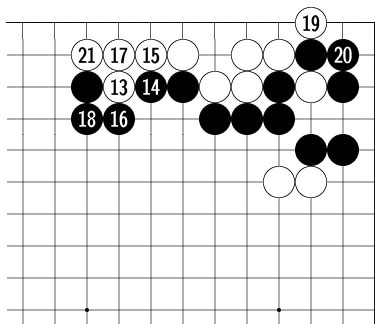
10: When White plays the hane, Black naturally cuts.

16: The pattern concludes with this move. The question now is how useful Black's outside thickness will prove to be.



Var 6.1 von Zug 10 in Var 6: 10-11

10: Extending here looks a little slack. If Black had cut into the corner, he would have gotten some corner territory, but here he gets nothing but outside influence.

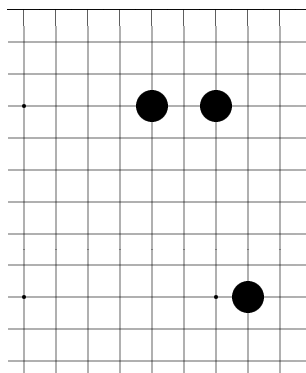


Var 6.2 von Zug 13 in Var 6: 13-21

13: Instead of giving atari White can try attaching here.

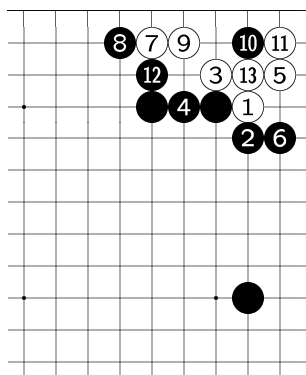
14: Black answers simply, building up his outside thickness with this continuation.

Chapter 4, Pattern 5



Dia 1

Black has made an extension down the right side from his star-point shimari. Where does White invade?



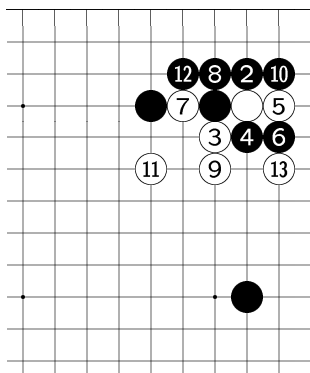
Dia 2: 1-13

1: Attaching here is an interesting move in this position.

2: Black can block on the outside.

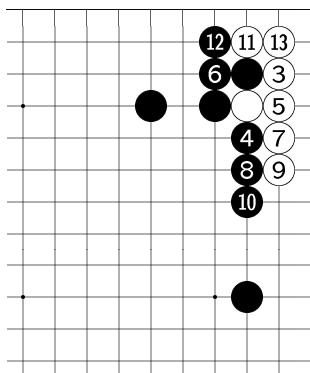
10: Making a probe here is a clever strategic move.

12: When White answers Black's probe like this, Black takes sente with this move.



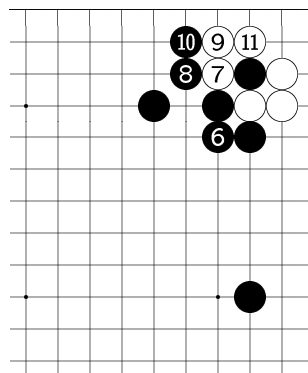
Var 1 von Zug 2 in Dia 2: 2-13

- 2: Black can also block on the inside.
 3: If Black blocks on the inside, White finds it easier to get sabaki, beginning with this hane.
 4: Cutting is a strong move.
 11: After this standard sequence, White has miai points as shown in the continuations.



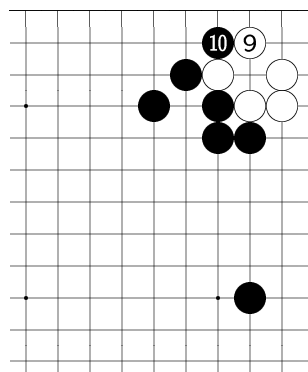
Var 1.1 von Zug 3 in Var 1: 3-13

- 3: This counter-hane on the second line is another technique for sabaki and often seen in actual play.
 6: Black connects here with the intention of forcing White to crawl along the second line.
 13: White lives and Black builds up outside influence.



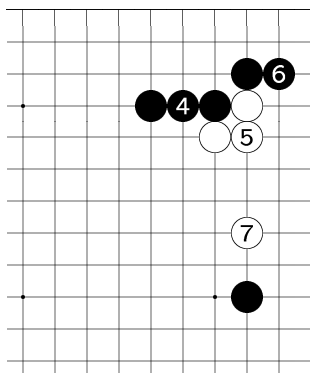
Var 1.1.1 von Zug 6 in Var 1.1: 6-11

- 6: If Black connects on the outside, White will cut.
 11: White is satisfied with living in the corner.



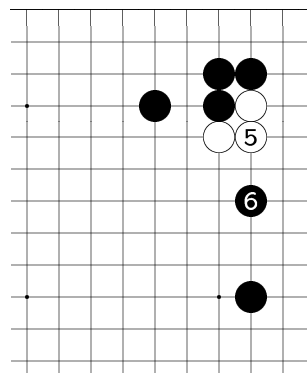
Var 1.1.1.1 von Zug 9 in Var 1.1.1: 9-10

- 9: It is wrong for White to simply capture the black stone here.
 10: White gives atari and aims at fighting the ko.



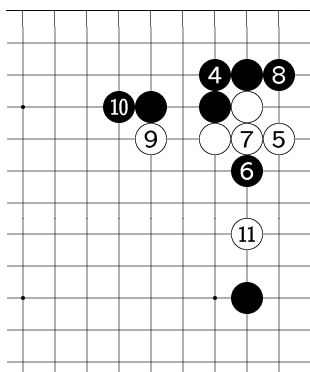
Var 1.2 von Zug 4 in Var 1: 4-7

4: Connecting here is peaceful.
 7: However, this lets White secure a base.
 The result looks even.



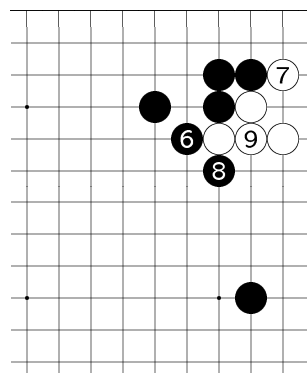
Var 1.3.1 von Zug 5 in Var 1.3: 5-6

5: This is too heavy.
 6: Now this is a severe attacking move.



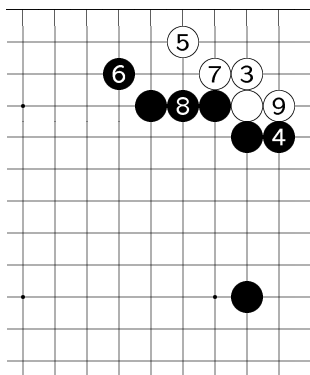
Var 1.3 von Zug 4 in Var 1: 4-11

5: After Black's solid connection, this diagonal connection makes good shape.
 6: Black can attack.
 11: White counters with these moves and has no worries.



Var 1.3.2 von Zug 6 in Var 1.3: 6-9

6: When Black switches to this point, White will naturally hane on the other side.
 9: White has no choice about connecting.

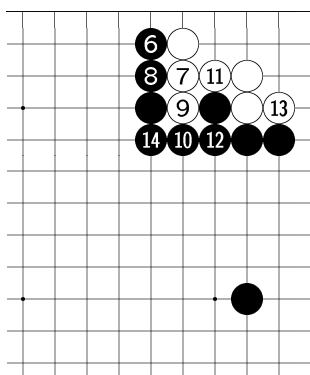


Var 2 von Zug 3 in Dia 2: 3-9

3: Extending here is a little heavy as a sabaki move.

6: This looks like correct shape.

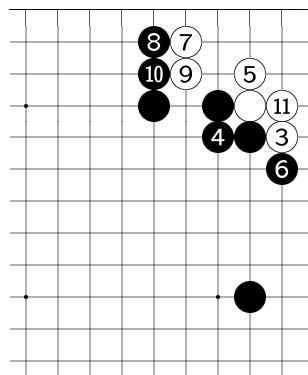
9: White can make the previous exchange, but he cannot tenuki and has to play here.



Var 2.1 von Zug 6 in Var 2: 6-14

6: Black can attach here if he wants to settle the shape immediately.

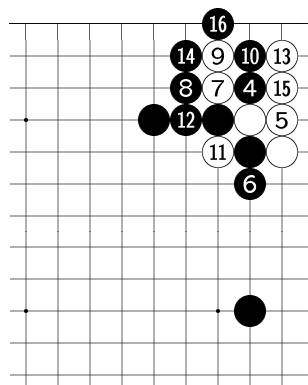
14: After White lives, Black connects solidly. He is satisfied with his outward influence.



Var 3 von Zug 3 in Dia 2: 3-11

3: This counter-hane is a tesuji White can play here.

11: White lives.

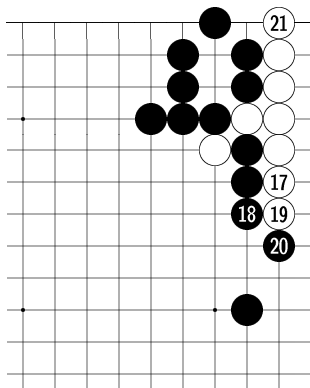


Var 3.1 von Zug 4 in Var 3: 4-16

4: Black may counterattack.

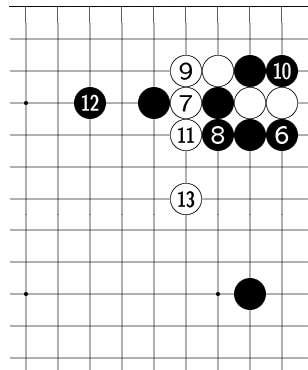
7: This is a clever sacrifice.

9: White increases the sacrifice to two stones so that he can make forcing moves.



Var 3.1 (continued): 17-21

17: White crawls before securing life.



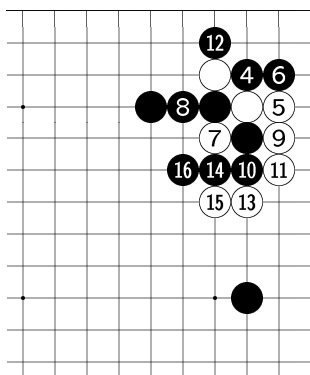
Var 4.1 von Zug 6 in Var 4: 6-13

6: Black can also block on the outside.

7: White moves out into the centre.

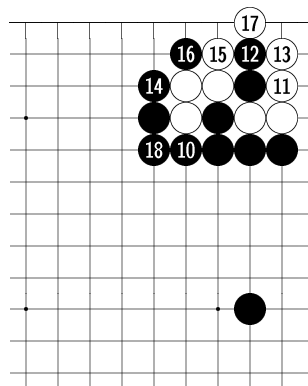
12: Black plays here to aim at attacking the whole group.

13: However, this result feels a little bad for Black.



Var 4 von Zug 4 in Dia 2: 4-16

13: After Black captured White's corner stone, White briskly moves out into the centre. This is good for White.

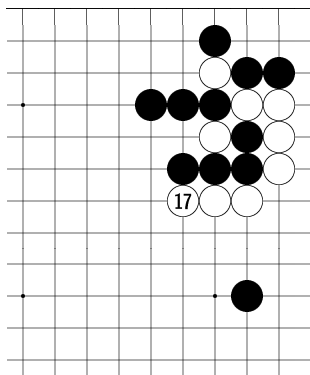


Var 4.1.1 von Zug 10 in Var 4.1: 10-18

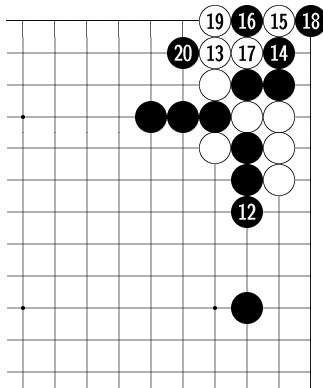
10: Black can seal White in by playing here.

13: White settles himself in the corner by capturing two black stones.

18: Note that connecting here is essential for Black to complete his outside influence: Black cannot tenuki. White gets considerable profit in this result.



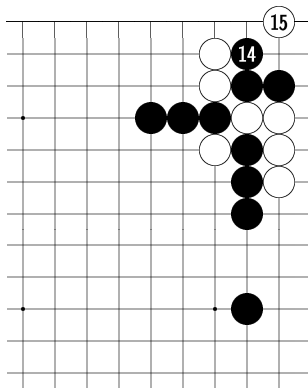
Var 4 (continued)



Var 4.2 von Zug 12 in Var 4: 12-20

12: Black can also extend here since he can get a ko in the corner.

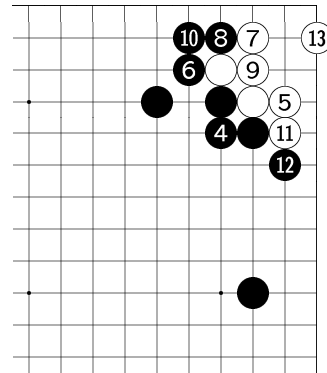
14: This is the vital point. A ko follows.



Var 4.2.1 von Zug 14 in Var 4.2: 14-15

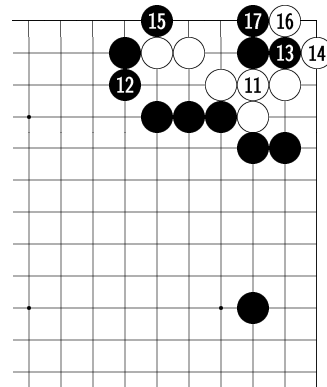
14: This is the wrong move.

15: Black loses the fight after White makes this placement.



Var 5 von Zug 4 in Dia 2: 4-13

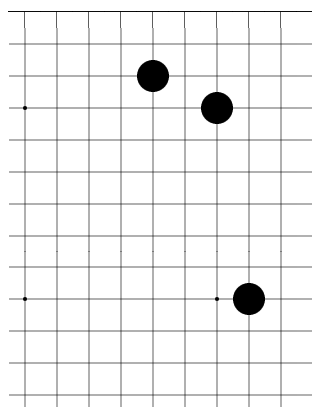
4: Connecting solidly is a good move.



Var 6 von Zug 11 in Dia 2: 11-17

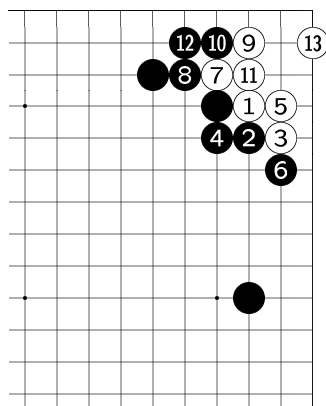
12: If White connects in response to Black's probe, Black plays here. This is different from the variation. Later Black can aim at setting up a ko with the continuation.

Chapter 4, Pattern 6



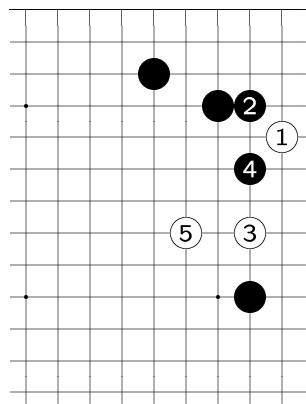
Dia 1

This time Black has made a small knight enclosure. What difference does this make from the one-space enclosure?



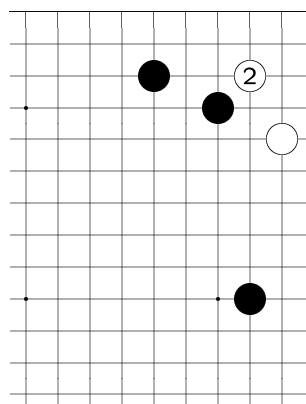
Dia 2: 1-13

1: Attaching here is still the vital point. Invading at the 3-3 point would give Black too much help in building up his moyo.
 3: This is the sabaki tesuji.
 13: Securing life means that White has succeeded in limiting the breadth of Black's moyo, so he is satisfied.



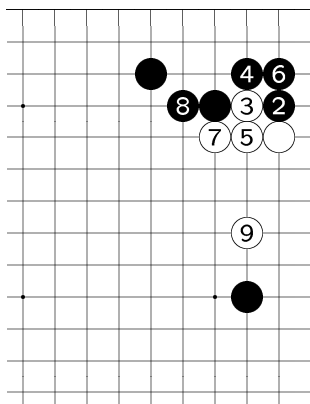
Var 1 von Zug 1 in Dia 2: 1-5

1: The submarine invasion is an interesting move.
 2: Black usually answers here.
 5: White ignores Black's response to jump here.



Var 1.1 von Zug 2 in Var 1

2: A white move here next would eat up the substance of Black's corner.

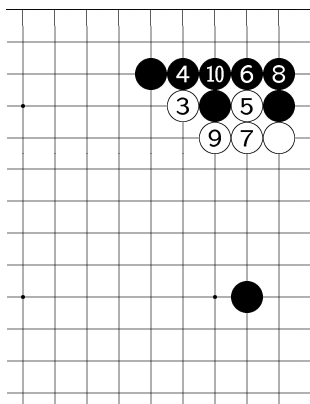


Var 1.2 von Zug 2 in Var 1: 2-9

2: Attaching here is another standard move, but this has the effect of strengthening White.

3: The warikomi (wedge) is a tesuji.

9: The result after this standard continuation is a little unsatisfactory for Black.



Var 1.2.1 von Zug 3 in Var 1.2: 3-10

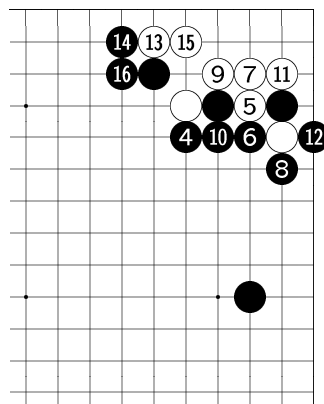
3: This is a trick move.

4: This is correct.

6: But this is what White is hoping for.

9: Now White gets a sente move here.

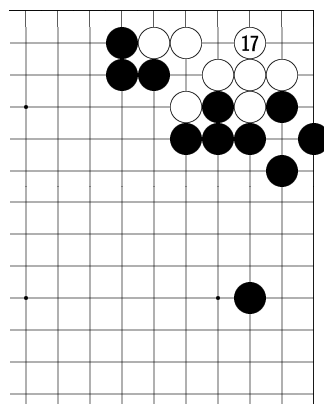
10: This is an efficient result for White, so Black must not be so submissive.



Var 1.2.1.1 von Zug 4 in Var 1.2.1: 4-16

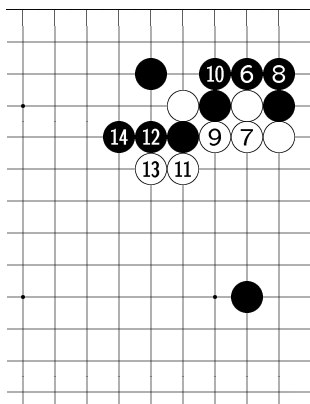
4: This is a strong counter.

6: When White wedges in, Black gives atari on the outside, then captures.



Var 1.2.1.1 (continued)

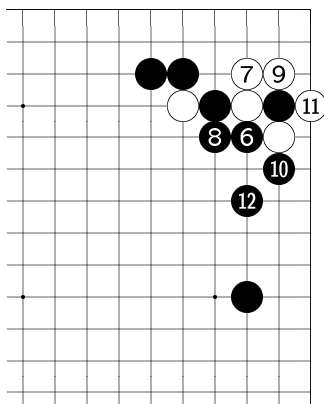
17: White lives in the corner, and Black builds outside influence. The only point is that this result differs from Black's original aim in attaching to the original invasion stone.



Var 1.2.1.1.1 von Zug 6 in Var 1.2.1.1: 6-14

6: Black can take a large corner profit by giving atari on the inside.

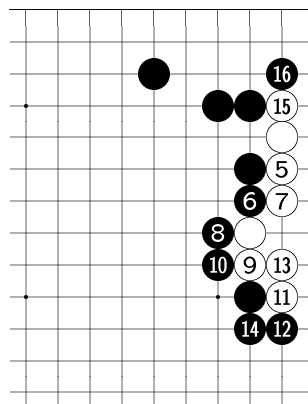
11: White has no choice but to force with this and the next move.



Var 1.2.1.2 von Zug 6 in Var 1.2.1: 6-12

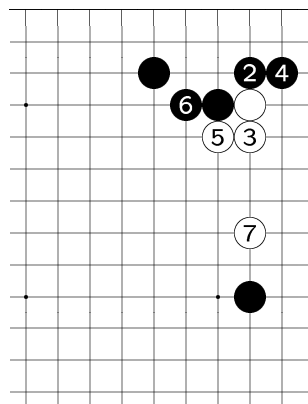
6: Black has to counter on the outside, sealing White into the corner.

12: This is a satisfactory result for Black.



Var 1.3 von Zug 5 in Var 1: 5-16

5: White should not crawl instead of jumping out because Black gets a perfect continuation, applying pressure to White and building up excellent thickness.

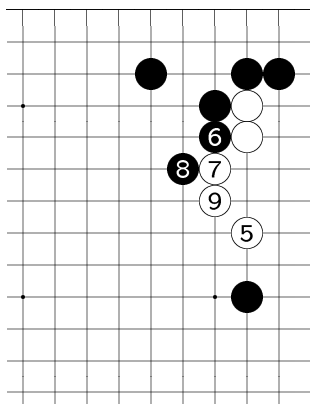


Var 2 von Zug 2 in Dia 2: 2-7

2: Black blocks on the inside when he wants to keep the corner territory.

4: Descending is a good move here.

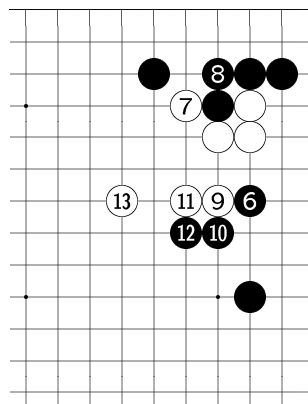
7: After turning, White secures his base. This is a joseki.



Var 2.1 von Zug 5 in Var 2: 5-9

5: White could probably also simply extend to this point.

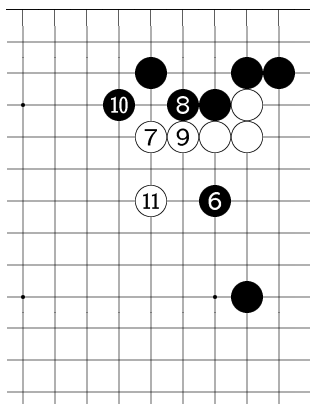
6: But there is a danger that Black will immediately force and build up thickness.



Var 2.3 von Zug 6 in Var 2: 6-13

6: If Black attacks on the third line instead of the fourth line, White finds it easier to settle his group.

9: After forcing, White attaches here, then moves out smartly into the centre.

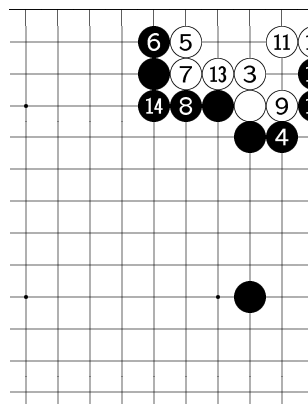


Var 2.2 von Zug 6 in Var 2: 6-11

6: Black might attack, preventing White from extending along the side.

10: Black secures territory while attacking.

11: But White erases Black's moyo.



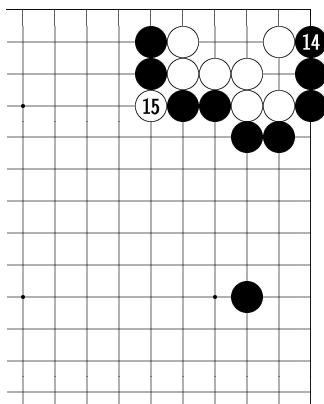
Var 3 von Zug 3 in Dia 2: 3-15

3: Pulling back is dangerous...

4: ... because Black has this frightening move.

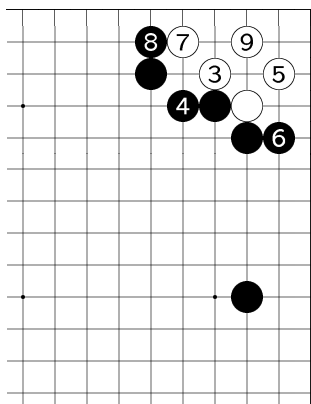
5: White runs, but it is not going to be easy to live.

14: If Black answers here, White can live.



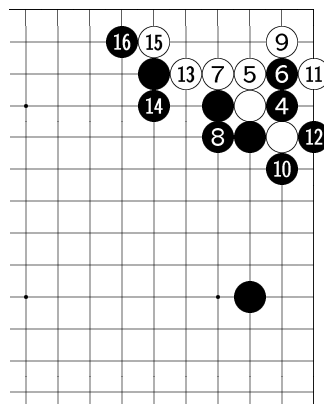
Var 3.1 von Zug 14 in Var 3: 14-15

14: It is quite possible that Black will attempt to capture White by playing here.
 15: Now White has to be able to put up a good fight by cutting here or he should not have extended from his original invasion stone in the first place.



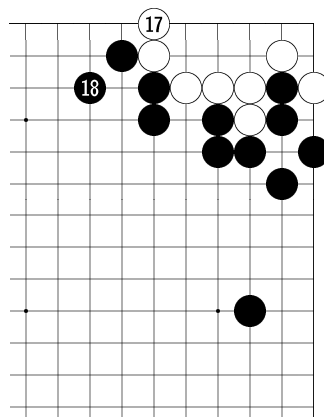
Var 4 von Zug 3 in Dia 2: 3-9

3: This hane is also possible.
 4: Black answers simply.
 9: White lives in the corner.



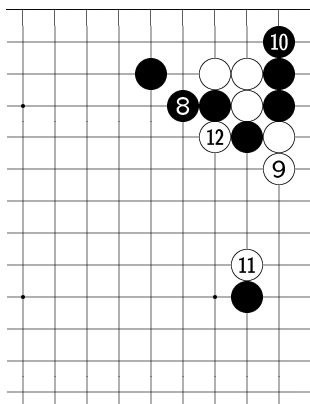
Var 5 von Zug 4 in Dia 2: 4-16

4: Cutting instead of connecting on the outside leads to a difficult variation.
 8: Connecting here is solid.

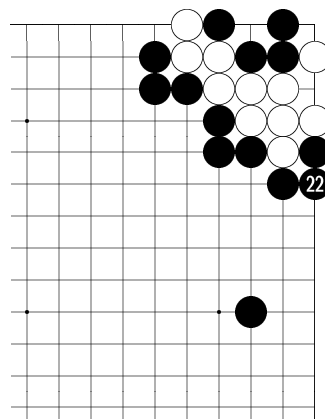


Var 5 (continued): 17-18

18: White lives. Black builds up outside thickness.



Var 5.1 von Zug 8 in Var 5: 8-12



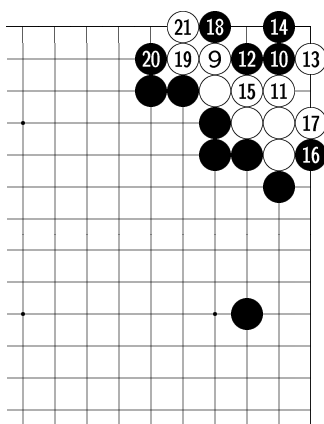
Var 6 (continued)

8: Black extends here if he wants to be sure of taking the corner.

9: White must give up his three stones, so he extends here.

11: White attaches here to get sabaki.

12: The attachment exploits the threat of this cut.



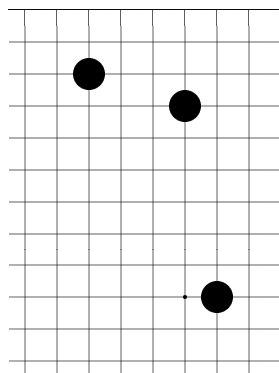
Var 6 von Zug 9 in Dia 2: 9-21

9: If White descends, Black can make a placement.

11: This answer is forced.

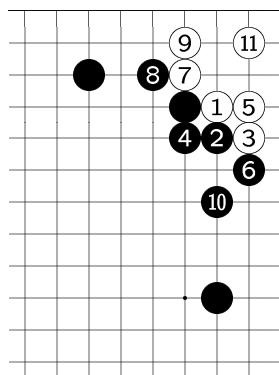
12: Later Black can get an approach-move ko.

Chapter 4, Pattern 7



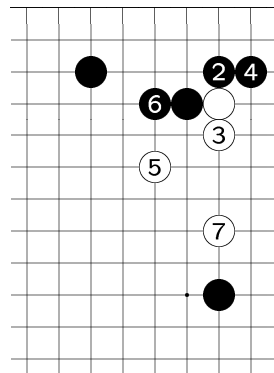
Dia 1

Black has made the large knight corner enclosure. What difference does this make from more narrow enclosures?



Dia 2: 1-11

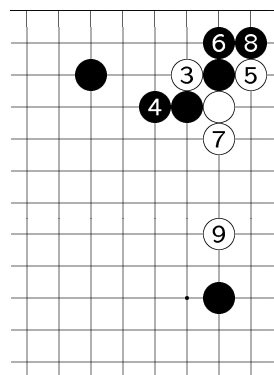
- 1: Yet again this contact play is the vital point.
- 2: Black goes for outward influence with this move.
- 11: The sequence up to here is a joseki.



Var 1 von Zug 2 in Dia 2: 2-7

2: Black blocks here to be sure of taking the corner.

7: The sequence up to here is a joseki.

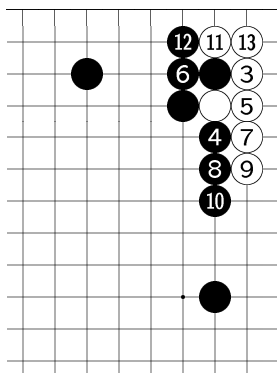


Var 1.1 von Zug 3 in Var 1: 3-9

3: The crosscut is a standard sabaki tesuji.

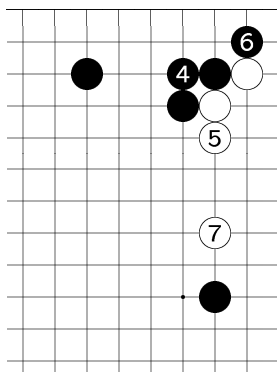
4: This is a solid answer.

7: After giving atari, White settles his group.



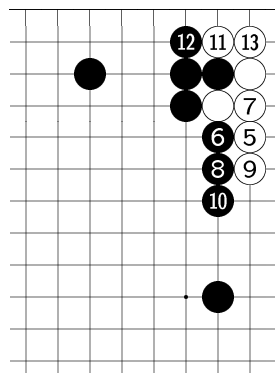
Var 1.2 von Zug 3 in Var 1: 3-13

- 3: White can also make this counter-hane.
 6: After giving atari, Black will probably connect here next.
 7: However, White lives easily with this continuation.
 13: Black builds thickness, but White is satisfied, as Black's large knight enclosure stone is now a narrow extension from Black's wall.



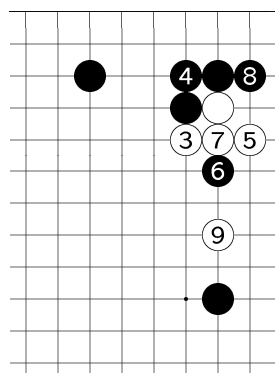
Var 1.2.1 von Zug 4 in Var 1.2: 4-7

- 5: If Black connects solidly, this continuation is the joseki.



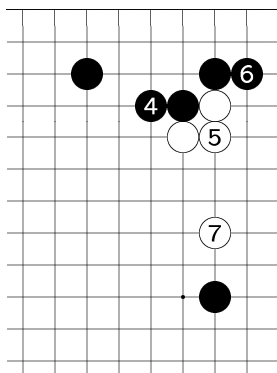
Var 1.2.1.1 von Zug 5 in Var 1.2.1: 5-13

- 8: Again, White can live easily.
 13: Black builds thickness, but White is satisfied, as Black's large knight enclosure stone is now a narrow extension from Black's wall.



Var 1.3 von Zug 3 in Var 1: 3-9

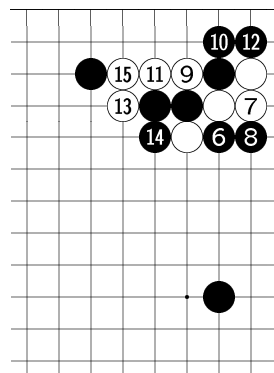
- 4: If White hanes on the fourth line, this move is a good, solid answer.
 5: This is correct shape.
 6: The combination of this and the next move makes it a little difficult for White to get sabaki.
 9: This is probably the standard move here.



Var 1.3.1 von Zug 4 in Var 1.3: 4-7

4: Extending here is a straightforward move.

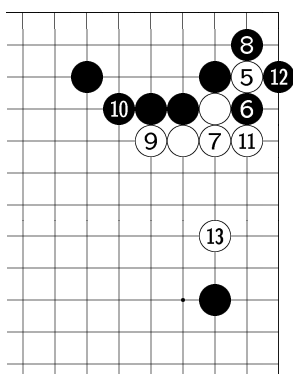
7: White gets a comfortable shape.



Var 1.3.1.1.1 von Zug 6 in Var 1.3.1.1: 6-15

6: Black could launch a counterattack by cutting here.

9: White switches to the top.



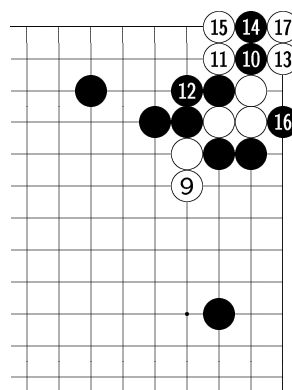
Var 1.3.1.1.1 von Zug 5 in Var 1.3.1: 5-13

5: The two-step hane is another sabaki technique.

8: Capturing a stone has the slightly regrettable effect of helping White to solidify his position.

9: White forces twice.

13: White secures his base. Note that White might choose not to play here immediately.

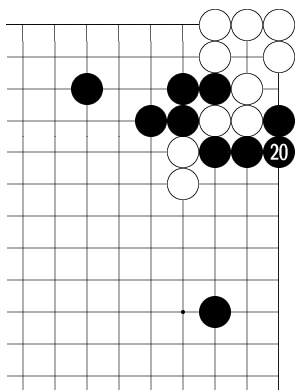


Var 1.3.1.1.1.1 von Zug 9 in Var 1.3.1.1.1: 9-19

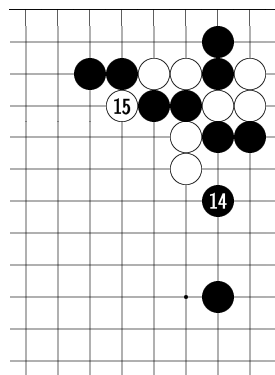
+ 18 auf 10; 19 auf 14

9: White cannot extend here instead of cutting.

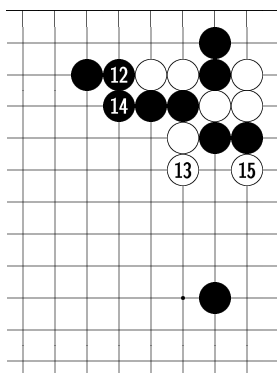
10: Black captures White with the famous "stone-tower" squeeze.



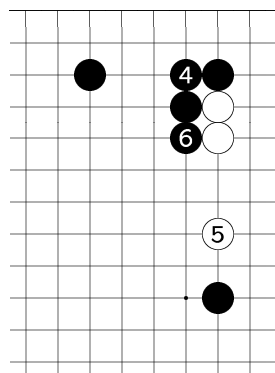
Var 1.3.1.1.1.1 (continued)



Var 1.3.1.1.1.2.1 von Zug 14 in Var 1.3.1.1.1.2: 14-15



Var 1.3.1.1.1.2 von Zug 12 in Var 1.3.1.1.1: 12-15



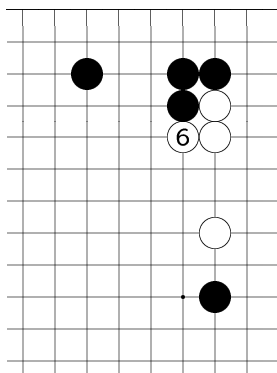
Var 1.4 von Zug 4 in Var 1: 4-6

12: Blocking here involves a ladder.

13: This is a good move which makes miai of the continuations shown. If, however, the ladder is unfavourable for White, he should not have made the double-hane to begin with.

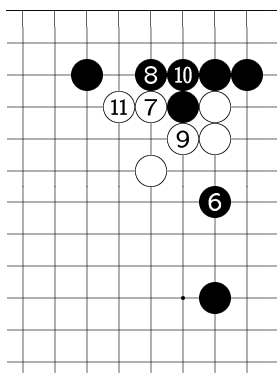
5: If Black connects solidly on the inside, White extends here. Compared to blocking the corner on the second line, Black's strategy has an advantage and a drawback.

6: This is a thick move.



Var 1.4.1 von Zug 6 in Var 1.4

6: It would be thick for White to get to play this move.

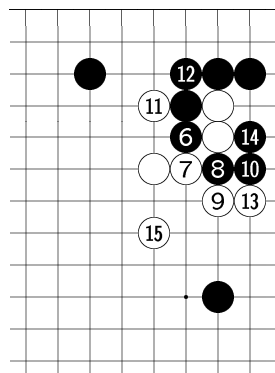


Var 1.5 von Zug 6 in Var 1: 6-11

6: Black may attack in order to prevent White from extending down the side.

7: White counters by attaching here, the threat implied by White's previous move.

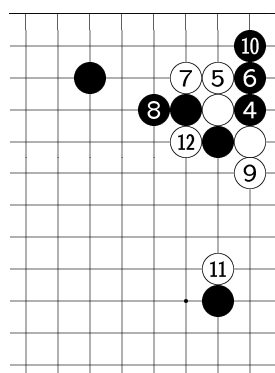
11: White uses his forcing moves to make good shape.



Var 1.6 von Zug 6 in Var 1: 6-15

6: If Black pushes through, White lets him cut. In most cases, Black's strategy here is not good.

15: White sacrifices two stones and makes good shape.

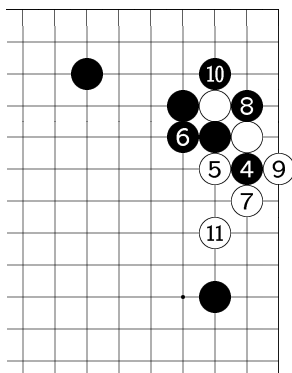


Var 2 von Zug 4 in Dia 2: 4-12

4: Just as with the small-knight enclosure, Black can cut here.

9: White sacrifices three stones in the corner, then attaches to get sabaki.

12: White aims at this cut to make sabaki.



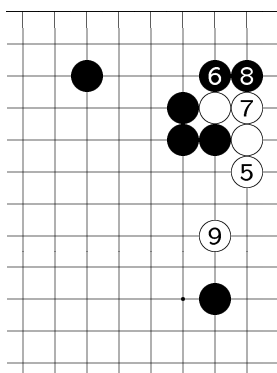
Var 3 von Zug 4 in Dia 2: 4-11

4: White is not afraid of Black's two-step hane.

5: White counters by capturing a stone.

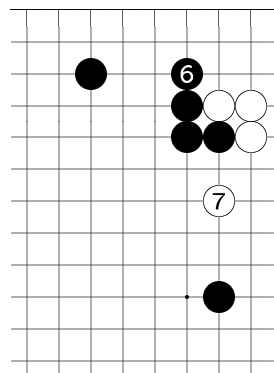
8: Black gets large corner profit.

11: White gets a secure position. The problem now is what happens to the solitary black stone on the right side.



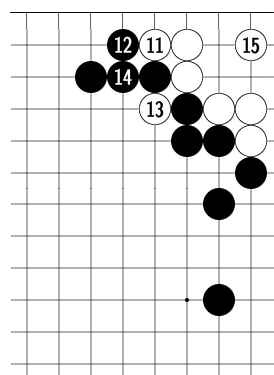
Var 4 von Zug 5 in Dia 2: 5-9

9: White can now go one step closer to the black stone than had he connected solidly earlier.



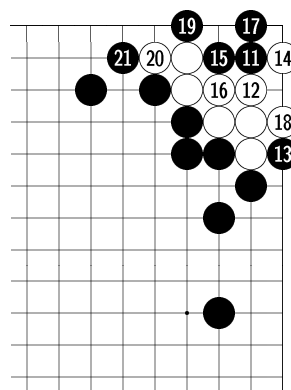
Var 5 von Zug 6 in Dia 2: 6-7

6: If Black descends here, White moves down the right side.



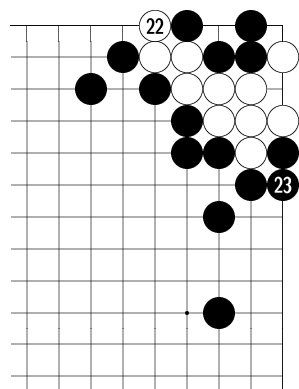
Var 6 von Zug 11 in Dia 2: 11-15

11: White can also play this forcing sequence before defending.



Var 7 von Zug 11 in Dia 2: 11-21

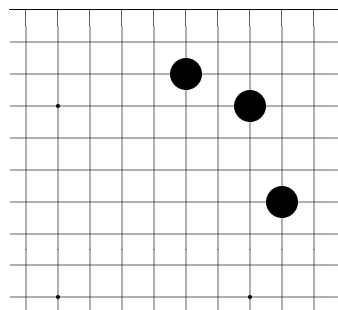
11: If White omits a move here, Black can immediately make this placement.



Var 7 (continued): 22-23

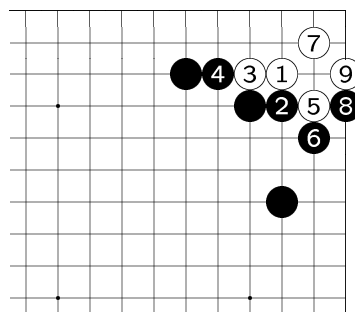
23: The continuation up to here is the best for both, and the result is an approach-move ko. This is a free ko for Black: he stands to lose nothing.

Chapter 4, Pattern 8



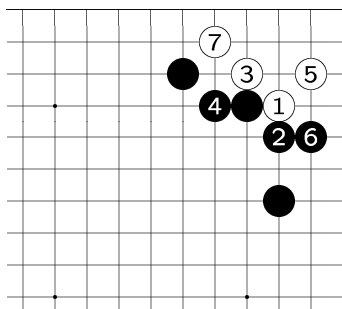
Dia 1

Black has made a large knight and a small knight move from his star-point stone. Even with this narrow position, there is some invasion aji.



Dia 2: 1-9

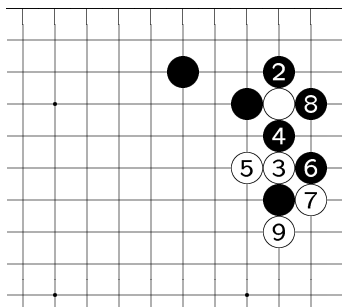
- 1: The first move that occurs to one is the standard 3-3 point invasion.
- 2: Blocking here is common sense.
- 7: White creates flexible shape.
- 9: White will fight a ko.



Var 1 von Zug 1 in Dia 2: 1-7

1: White has the alternative of attaching here.

7: White lives.



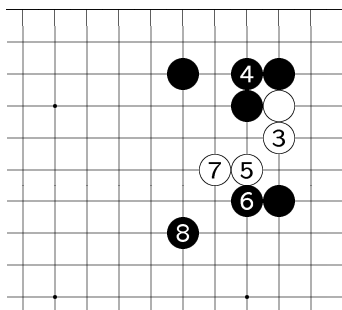
Var 1.1 von Zug 2 in Var 1: 2-9

2: Blocking on the inside is of course also possible.

3: This is the tesuji for sabaki.

4: With this move, Black goes for thickness.

7: Now White has two miai continuations as shown.

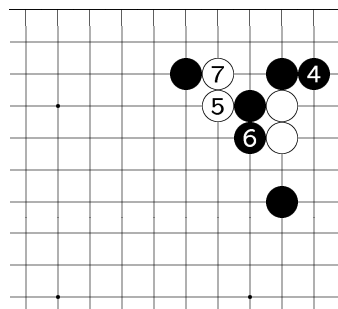


Var 1.1.1 von Zug 3 in Var 1.1: 3-8

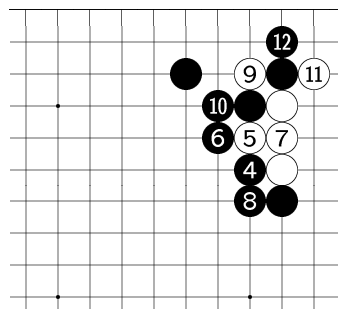
3: Pulling back is much too heavy.

4: Connecting here is a good, steady move.

8: White moves out, but Black builds up nice momentum chasing him out.

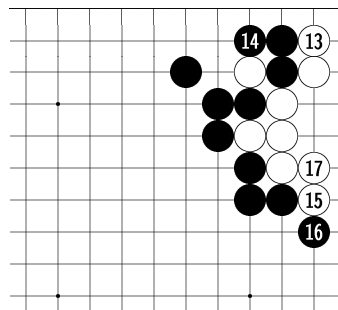


Var 1.1.1.1 von Zug 4 in Var 1.1.1: 4-7



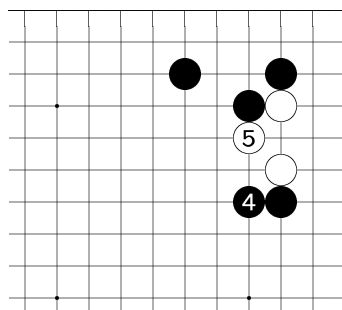
Var 1.1.2 von Zug 4 in Var 1.1: 4-12

4: If instead Black blocks on top, he can seal White in.



Var 1.1.2 (continued): 13-17

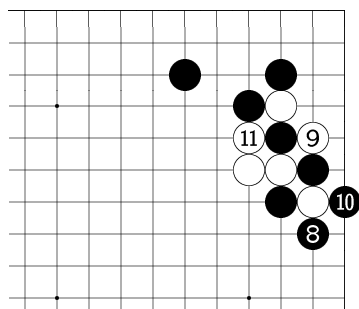
17: White lives, and Black builds up influence.



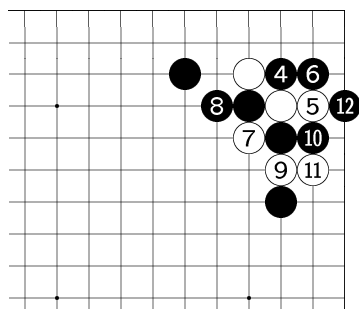
Var 1.1.3 von Zug 4 in Var 1.1: 4-5

4: The aim of this move is to make it difficult for White to settle his group.

5: White answers by making a flexible shape: he is prepared to fight a ko.



Var 1.1.4 von Zug 8 in Var 1.1: 8-11

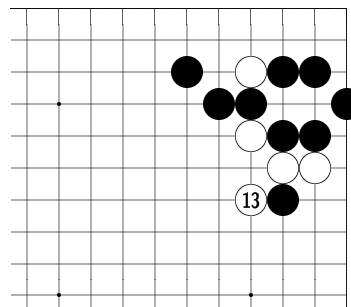


Var 1.2 von Zug 4 in Var 1: 4-12

4: Cutting is a tough move.

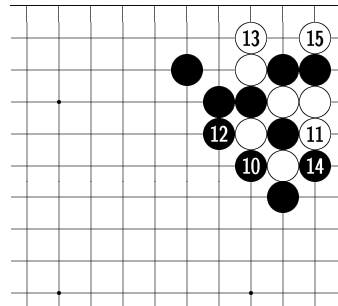
5: White extends once, following the proverb "increase the sacrifice to two stones".

7: White's sacrifice enables him to force with this continuation.



Var 1.2 (continued)

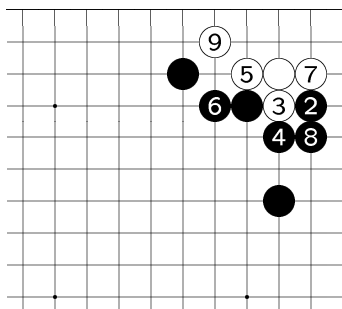
13: White cuts off a black stone. Black takes a lot of profit, but this move seems to give White a reasonable result.



Var 1.2.1 von Zug 10 in Var 1.2: 10-15

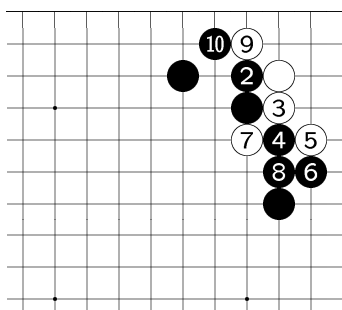
10: Black can also counter-cut.

15: This way Black builds thickness, and White takes the corner profit.



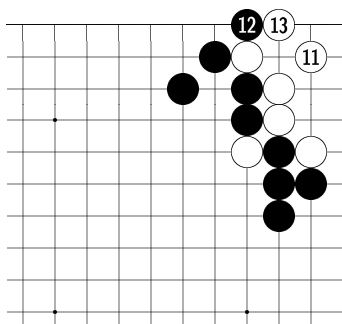
Var 2 von Zug 2 in Dia 2: 2-9

- 2: This is a thin move.
- 3: White pushes through before turning.
- 5: This is correct timing.
- 6: This is probably natural.
- 9: White lives easily.



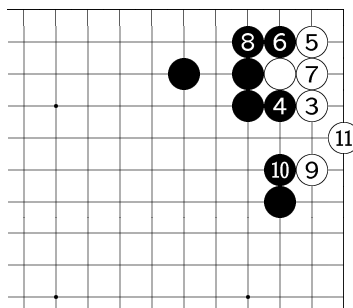
Var 3 von Zug 2 in Dia 2: 2-10

- 2: Black can also block on the other side.
- 6: This is a strong move.



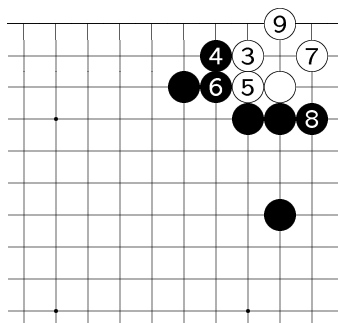
Var 3 (continued): 11-13

- 13: White will fight a ko.



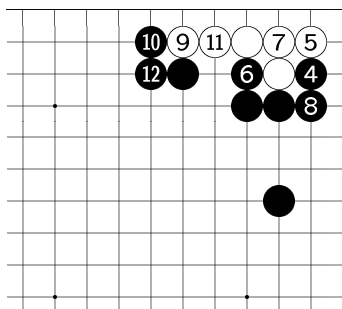
Var 3.1 von Zug 3 in Var 3: 3-11

- 3: If White just wants to live, avoiding a ko, he can answer here.
- 4: This is the vital point in this shape; standard moves follow.
- 11: This is the tesuji for getting two eyes.



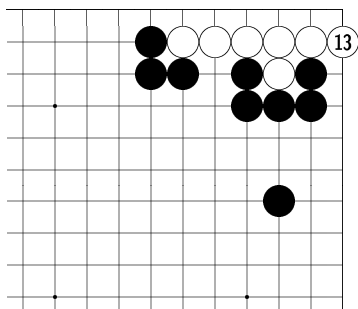
Var 4 von Zug 3 in Dia 2: 3-9

- 3: If White plays here, he lives unconditionally.
- 9: One cannot say whether this result is better than the ko resulting from extending (instead of playing the kosumi here), but fighting the ko seems to be more common in actual play.



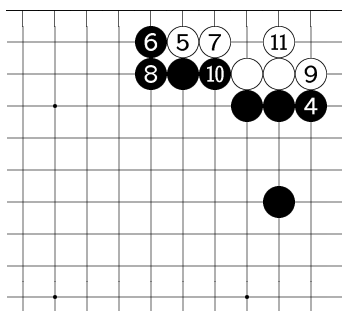
Var 4.1 von Zug 4 in Var 4: 4-12

4: This is an alternative strategy for Black.



Var 4.1 (continued)

13: White lives.



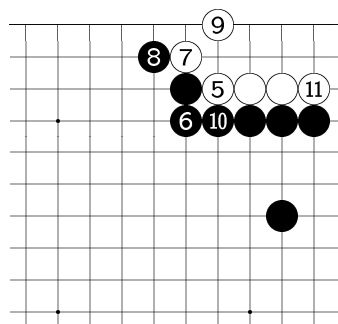
Var 5 von Zug 4 in Dia 2: 4-11

4: Descending here is a variation for Black.

5: White seeks life with this tesuji.

9: The previous Black connection was necessary, so White can block here.

11: White secures life.



Var 5.1 von Zug 5 in Var 5: 5-11

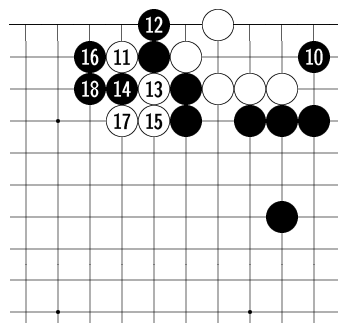
5: What about running head-on into Black?

6: This is the standard response.

7: White sets about making eye shape.

10: This is a thick move, but then White lives on a large scale.

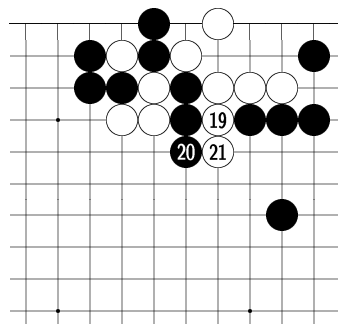
11: This feels a little slack for Black.



Var 5.1.1 von Zug 10 in Var 5.1: 10-18

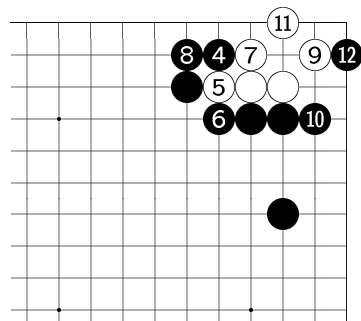
10: This is a frightening attempt to kill White.

11: White prepares to break through.



Var 5.1.1 (continued): 19-21

21: White is able to break through, but there is no telling what will happen after this.



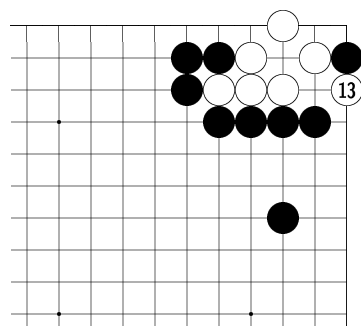
Var 6 von Zug 4 in Dia 2: 4-12

4: What if Black tries to kill White by playing here?

5: Whites pushes in, then blocks.

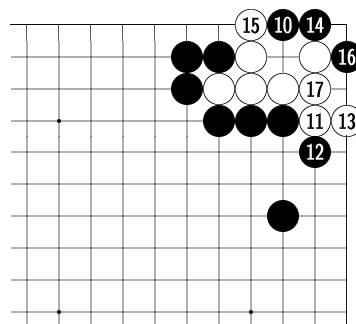
9: This is now the vital point for making eye shape.

11: White lives.



Var 6 (continued)

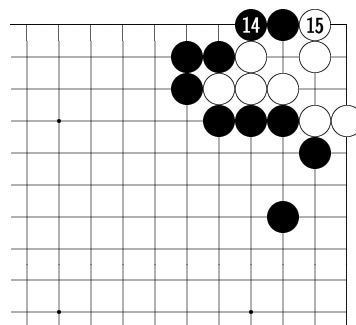
13: Even if Black attacks, White can maintain the eye in the corner.



Var 6.1 von Zug 10 in Var 6: 10-17

10: If Black plays here, White can get a seki.

17: White lives in seki.

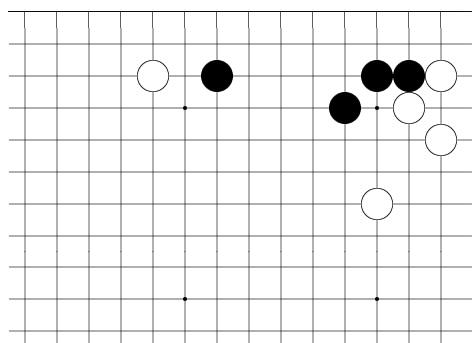


Var 6.1.1 von Zug 14 in Var 6.1: 14-15

14: This move does not lead to a seki.

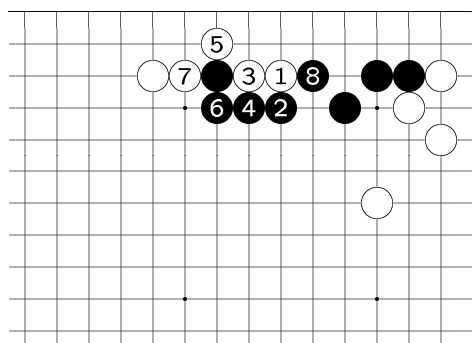
15: White gets two eyes.

Chapter 5, Pattern 1



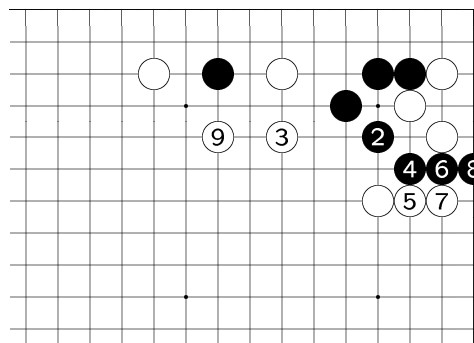
Dia 1

This pattern often appears in the fuseki. When White has a stone in place at the top left, he can make an immediate invasion.



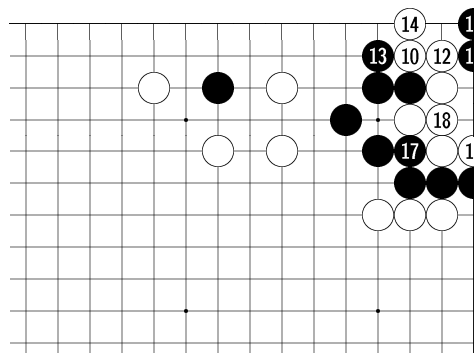
Dia 2: 1-8

- 1: When White has the ally close up on the left, this is a severe invasion.
- 2: This is a peaceful answer.
- 8: White takes profit, and Black builds thickness.



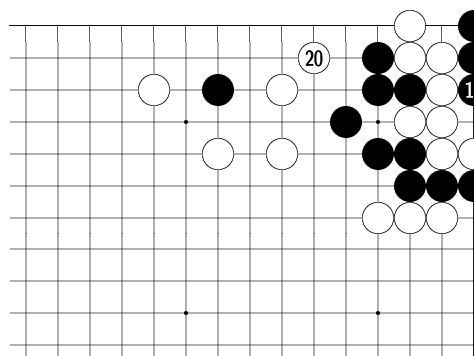
Var 1 von Zug 2 in Dia 2: 2-9

- 2: Black can respond by playing this probe.
- 3: If White jumps out, Black cuts off the three corner stones.
- 9: This ends the exchange.



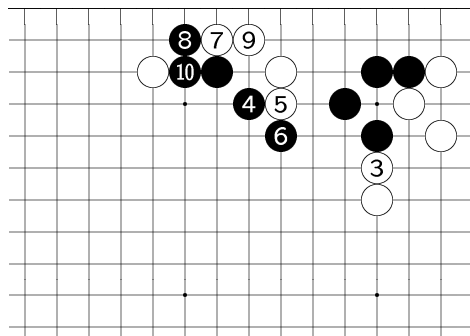
Var 1 (continued): 10-18

- 10: After the result, White has the following unsettling sequence in the corner.



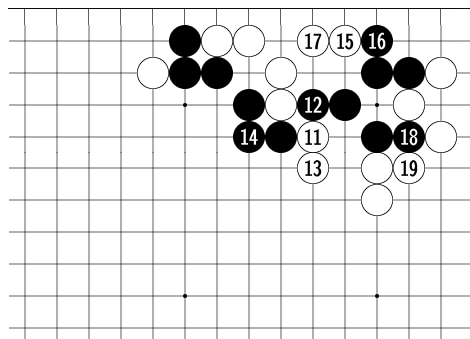
Var 1 (continued): 19-20

19: Black stops White from getting two eyes, but if White has become strong on the outside, this may be disagreeable for Black.
 20: At the least, moves like this will be sente.



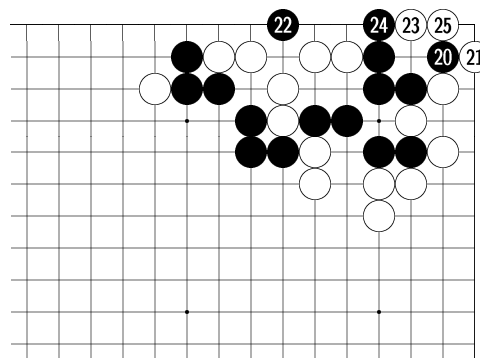
Var 1.1 von Zug 3 in Var 1: 3-10

3: White can also answer here and save the corner stones, in which case this sequence follows.



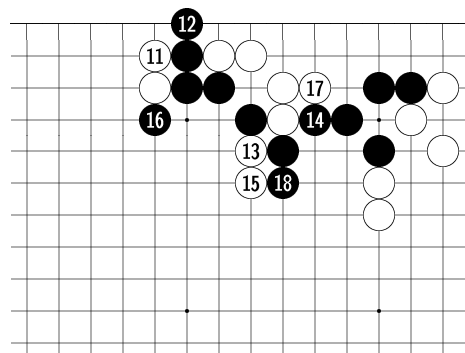
Var 1.1 (continued): 11-19

11: White hanes out and a capturing race follows.



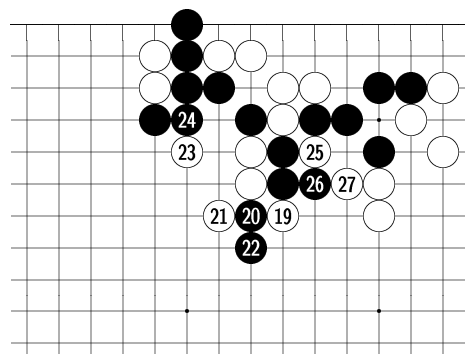
Var 1.1 (continued): 20-25

22: Black destroys White's eye shape.
 23: This placement is then the vital point.
 25: To give the conclusion in advance, White gains from this fight.



Var 1.1.1 von Zug 11 in Var 1.1: 11-18

11: If White descends here first (before playing the hane out), Black stops him from linking up.

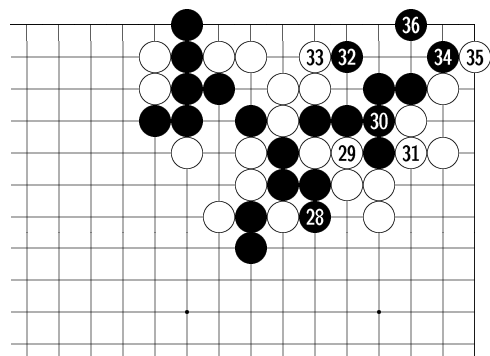


Var 1.1.1 (continued): 19-27

20: The sequence up to here follows naturally.

21: White continues by forcing twice.

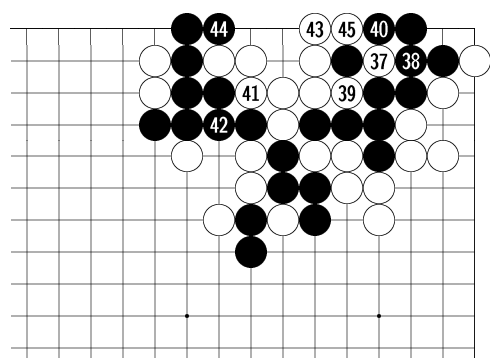
25: Now White plays this tesuji.



Var 1.1.1 (continued): 28-36

29: After this move, we have the problem of the capturing race in the corner.

30: This starts the fight.

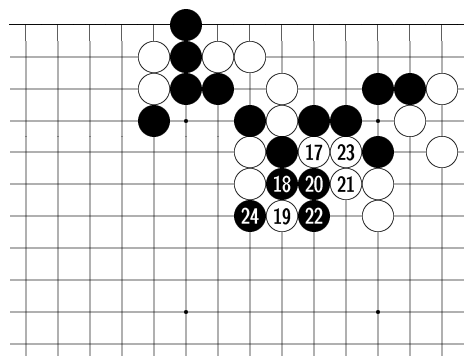


Var 1.1.1 (continued): 37-45

37: This is a clever move.

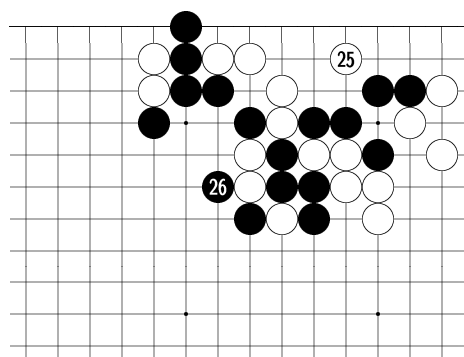
44: Now Black must fill in the liberties on the outside.

45: The result is an approach-move ko for Black.



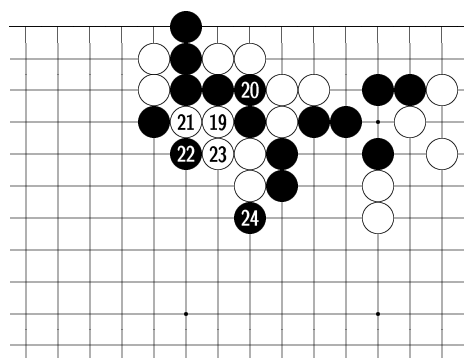
Var 1.1.1.1 von Zug 17 in Var 1.1.1: 17-24

17: If White attempts to capture Black with this move, the pressure on Black is eased a little.



Var 1.1.1.1 (continued): 25-26

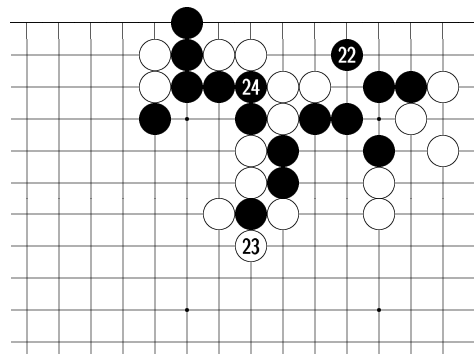
26: Black takes control of the centre.



Var 1.1.1.2 von Zug 19 in Var 1.1.1: 19-24

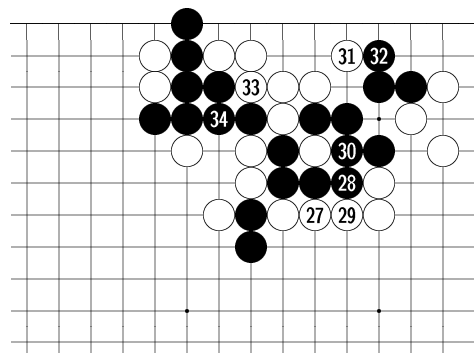
19: If White immediately attempts to capture Black, there is the question of the ladder.

24: The premise for trying to capture White immediately is that this ladder doesn't work.



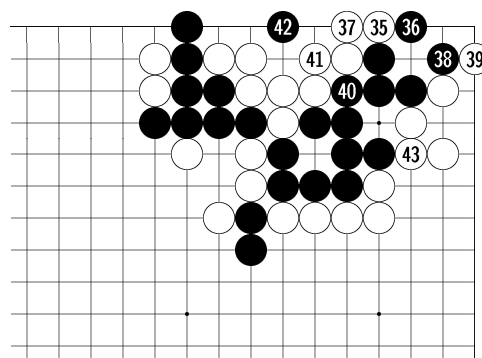
Var 1.1.1.3 von Zug 22 in Var 1.1.1: 22-24

22: Black can try to capture White.
24: After White makes a ponnuki, this move is necessary.



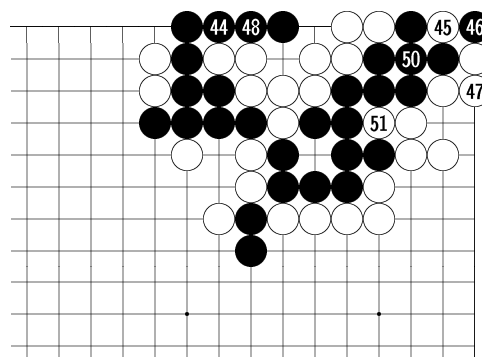
Var 1.1.1.4 von Zug 27 in Var 1.1.1: 27-34

27: White can also give atari here. This leads to a difficult fight in the corner.

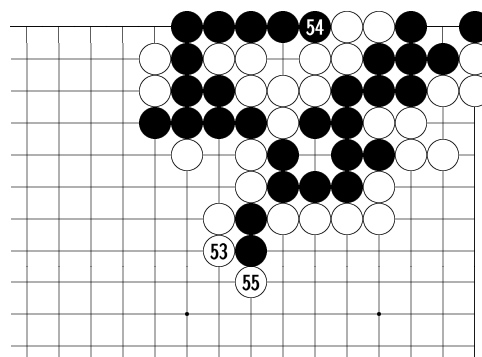


Var 1.1.1.4 (continued): 35-43

42: This placement stops White from getting two eyes. All that leaves is for both sides to fill in the liberties.

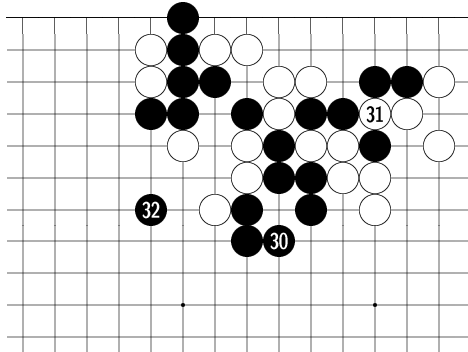


Var 1.1.1.4 (continued): 44-52
+ ④9 auf ④5; ⑤2 auf ④6



Var 1.1.1.4 (continued): 53-55

54: Black ends the ko.
55: White takes two stones, getting outside influence.

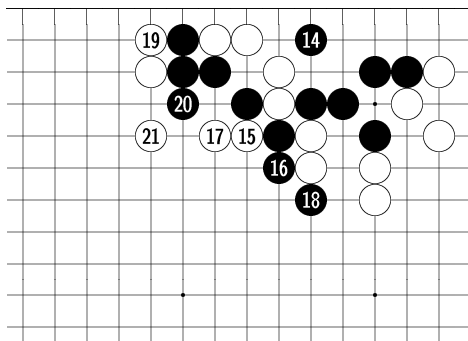


Var 1.1.1.5 von Zug 30 in Var 1.1.1: 30-32

30: If Black gives up hope of saving the corner by connecting as in the variation, he can make this ponnuki.

31: White secures the corner.

32: Black takes control of the centre.

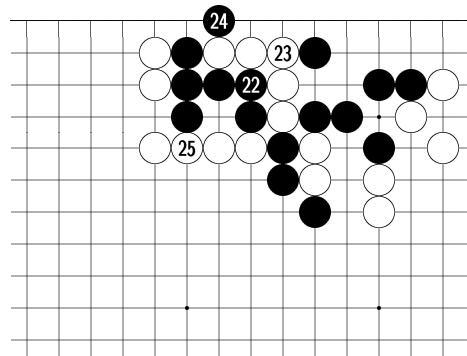


Var 1.1.2 von Zug 14 in Var 1.1: 14-21

14: This attempt to capture the group is conceivable.

15: White naturally cuts.

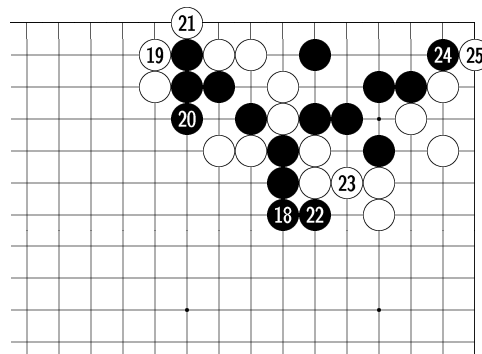
18: Black plays here when White can't get a ladder as shown in the variation.



Var 1.1.2 (continued): 22-25

24: Black succeeds in capturing White.

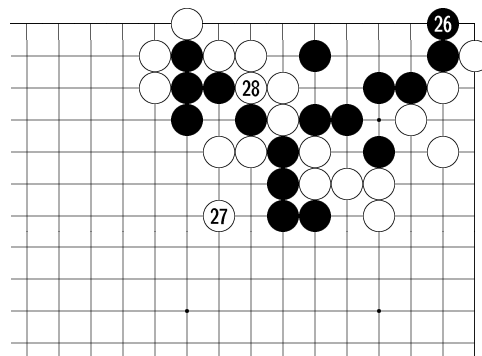
25: But White can squeeze.



Var 1.1.2.1 von Zug 18 in Var 1.1.2: 18-25

18: If Black extends, White connects underneath.

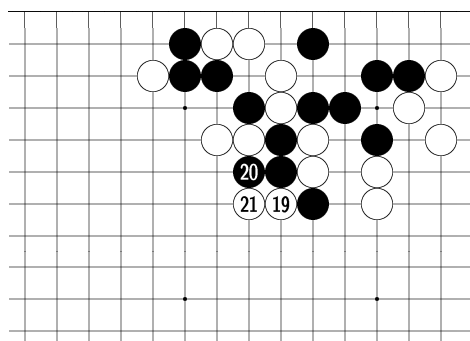
22: Black makes this exchange before living in the corner.



Var 1.1.2.1 (continued): 26-28

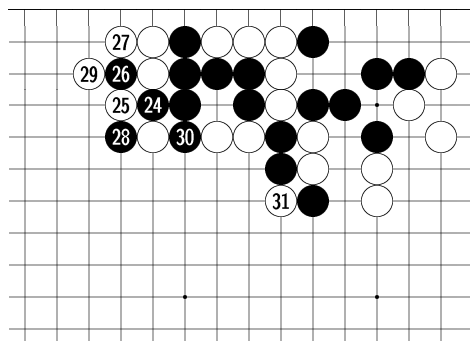
27: The result looks favourable to White.

28: White has this sente move.



Var 1.1.2.2 von Zug 19 in Var 1.1.2: 19-21

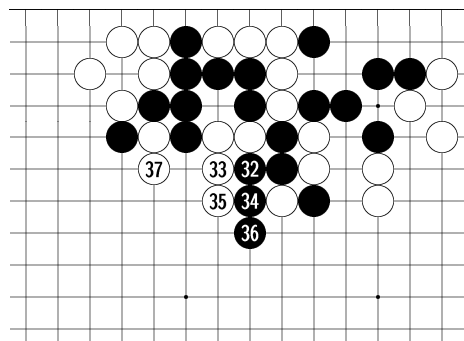
19: Black's previous move is bad if White can get a ladder like this.



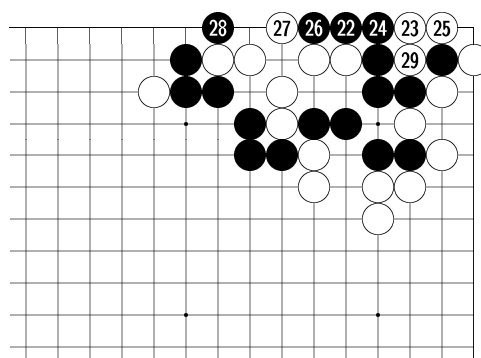
Var 1.1.2.3 von Zug 24 in Var 1.1.2: 24-31

24: Pushing through and cutting does not succeed.

31: Black may push through, but White counters with this sequence.

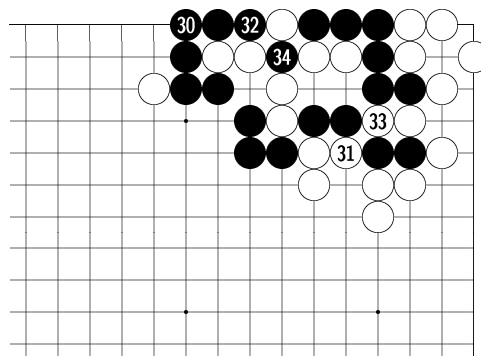


Var 1.1.2.3 (continued): 32-37



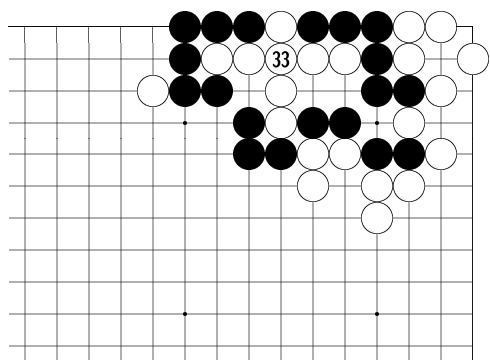
Var 1.1.3 von Zug 22 in Var 1.1: 22-29

22: After this move, the continuation is forced.



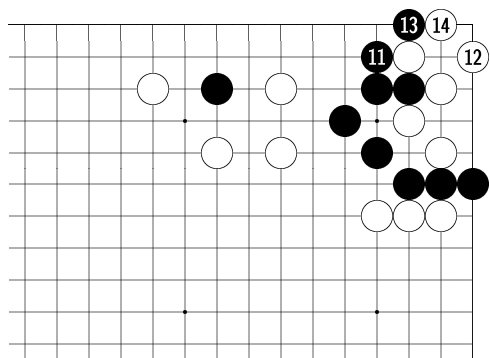
Var 1.1.3 (continued): 30-34

33: If White captures two stones, a ko follows.



Var 1.1.3.1 von Zug 33 in Var 1.1.3

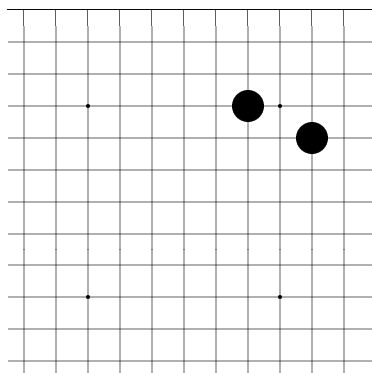
33: If White connects, the result is a seki.



Var 1.2 von Zug 11 in Var 1: 11-14

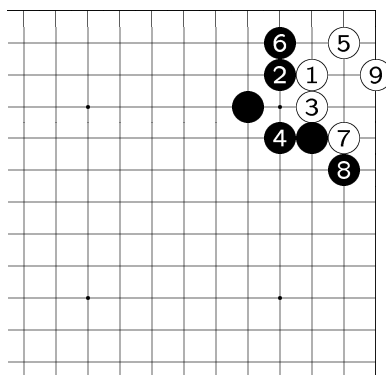
11: If Black blocks here, White can secure a ko, which is ominous for Black.

Chapter 5, Pattern 2



Dia 1

When Black has made the irregular enclosure here, there are various things that White can do in the corner.



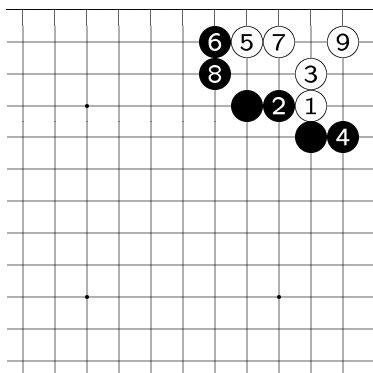
Dia 2: 1-9

1: Entering at the 3-3 point is the standard approach.

3: This is a good answer which spoils Black's shape.

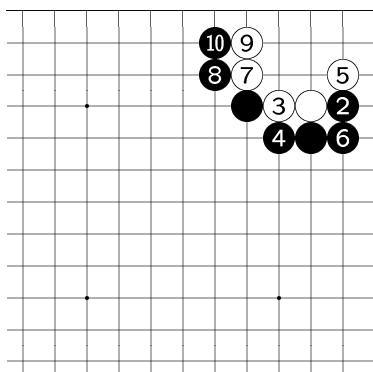
5: This is the tesuji for life.

9: This is the follow-up tesuji.



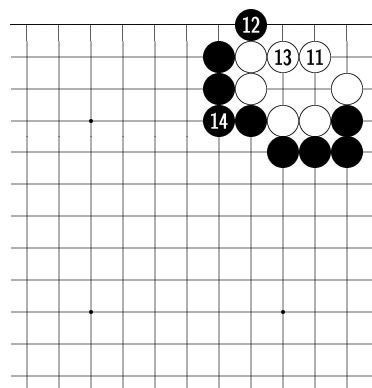
Var 1 von Zug 1 in Dia 2: 1-9

- 1: Attaching here is another possibility.
- 2: This is a simple answer.
- 4: This threatens White's eye space.
- 9: White can live.



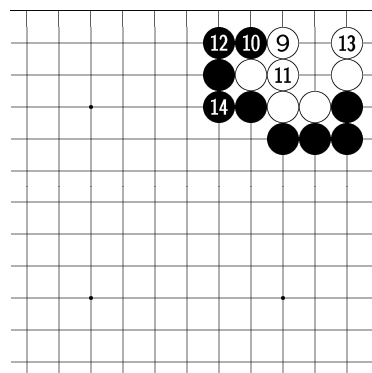
Var 1.1 von Zug 2 in Var 1: 2-10

- 2: This hane is a severe move, but White can live.



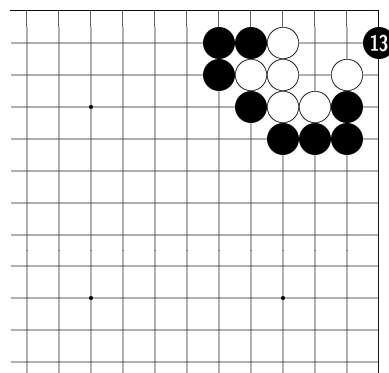
Var 1.1 (continued): 11-14

- 14: White lives, but Black builds up a solid outside wall.



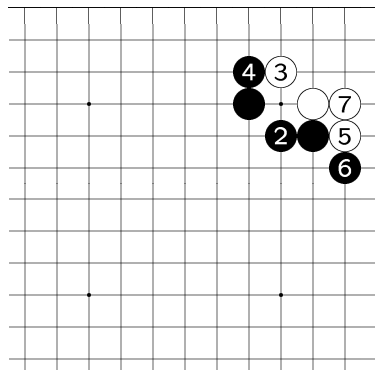
Var 1.1.1 von Zug 9 in Var 1.1: 9-14

- 9: White can also live with this diagonal connection.



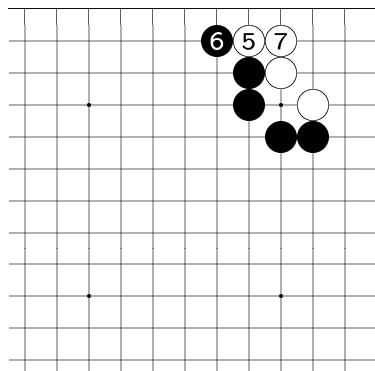
Var 1.1.1.1 von Zug 13 in Var 1.1.1

13: If Black omits the defensive move on the 2-2 point, Black kills him with this placement.



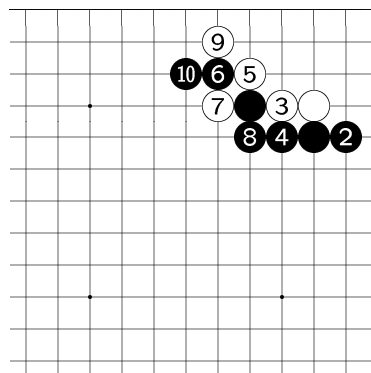
Var 1.2 von Zug 2 in Var 1: 2-7

2: Pulling back is too mild.
7: White easily lives.



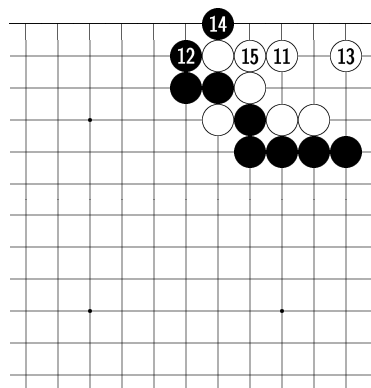
Var 1.2.1 von Zug 5 in Var 1.2: 5-7

7: White easily lives.

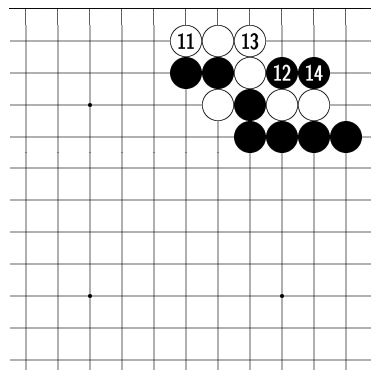


Var 1.3 von Zug 2 in Var 1: 2-10

2: Black could descend here.
7: White throws in a cut before living.

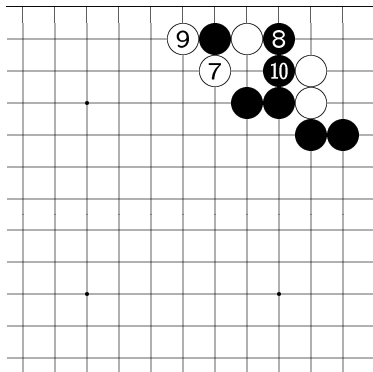


Var 1.3 (continued): 11-15



Var 1.3.1 von Zug 11 in Var 1.3: 11-14

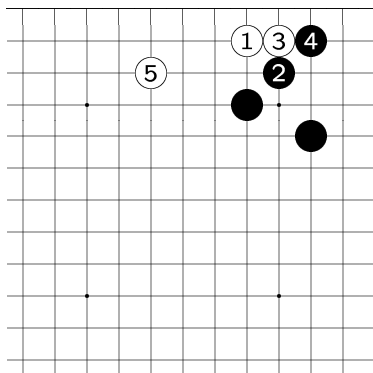
11: White could also crawl once more.
12: But Black might switch to here.



Var 1.4 von Zug 7 in Var 1: 7-10

7: When White hanes here, a trade naturally follows.

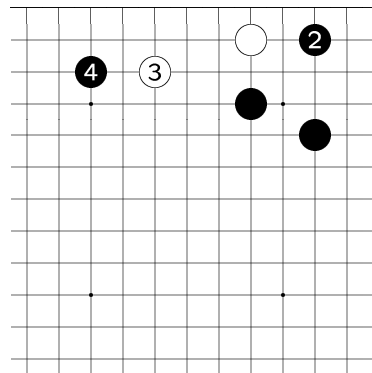
10: White settles his group, but Black takes a firm grip on the corner and is satisfied.



Var 2 von Zug 1 in Dia 2: 1-5

1: White can also make the submarine invasion. This makes miai of settling himself in the corner and on the side.

5: White develops along the top side.

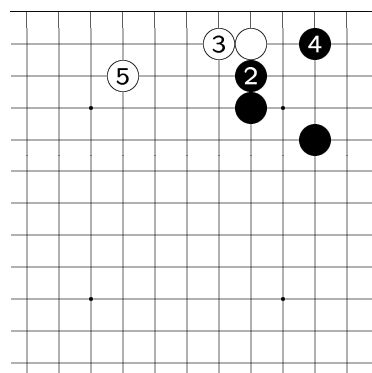


Var 2.1 von Zug 2 in Var 2: 2-4

2: Black's aim is to avoid settling the shape.

3: Developing along the top is still good for White.

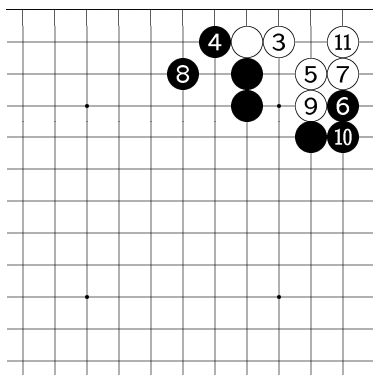
4: Later Black will probably make a pincer around this point.



Var 2.2 von Zug 2 in Var 2: 2-5

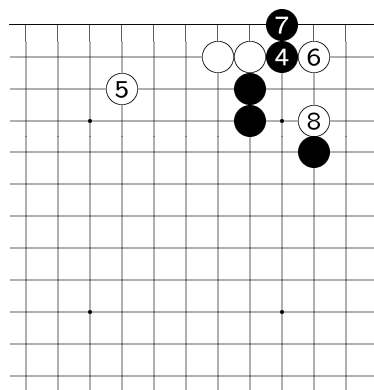
2: This move puts the onus on White to choose whether he wants to enter the corner or stay on the outside.

4: If White chooses the top side, Black defends the corner.



Var 2.2.1 von Zug 3 in Var 2.2: 3-11

3: If White decides to go into the corner, he can live, but Black builds good outside influence.

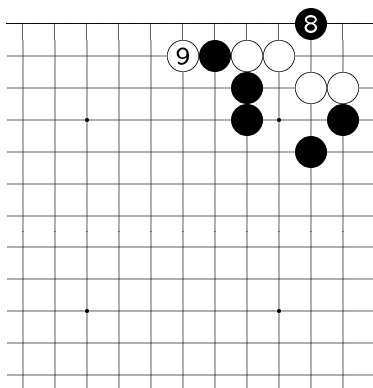


Var 2.2.2 von Zug 4 in Var 2.2: 4-8

4: This move may look like sente.

6: But if Black does nothing after White's previous move, White has the aji of this clamp.

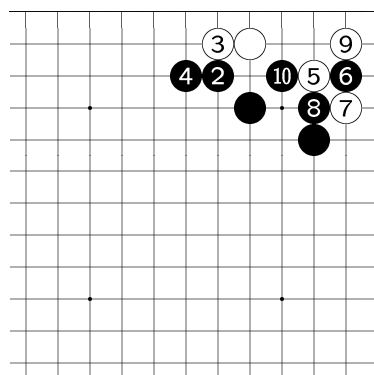
8: Black is in trouble.



Var 2.2.1.1 von Zug 8 in Var 2.2.1: 8-9

8: Trying to capture White here is too aggressive.

9: White saves himself with this move.

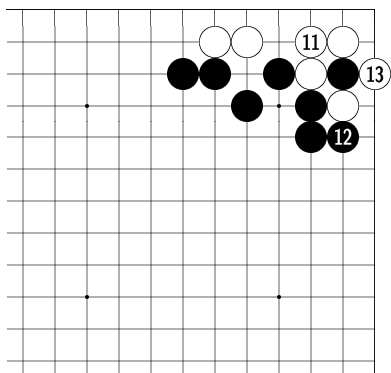


Var 2.3 von Zug 2 in Var 2: 2-10

2: The aim of this kosumi is to build outside influence.

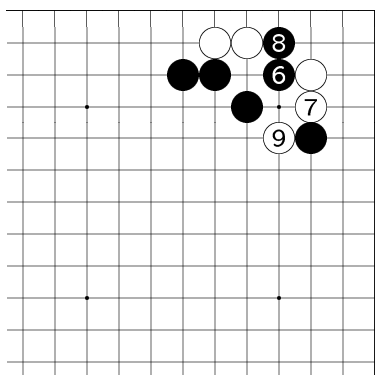
3: Playing here before the knight's move into the corner is correct timing for White.

6: Black continues with this move to settle the shape.



Var 2.3 (continued): 11-13

13: White gets a reasonable result.

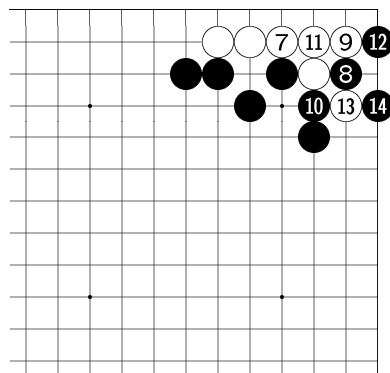


Var 2.3.1 von Zug 6 in Var 2.3: 6-9

6: Black can attack here.

7: But Black must bear in mind that White might counterattack here.

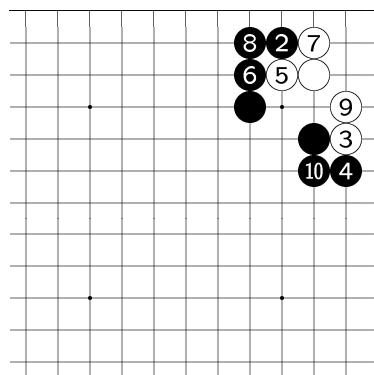
9: If Black captures, White hanes out.



Var 2.3.1.1 von Zug 7 in Var 2.3.1: 7-14

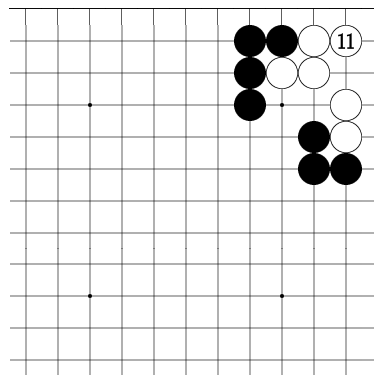
7: If White answers here, he gets a low position on the second line.

12: White lives, but Black can aim at a ko.



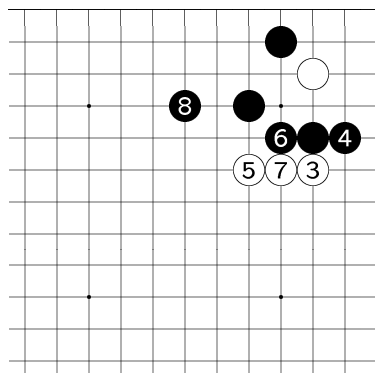
Var 3 von Zug 2 in Dia 2: 2-10

2: Black can attack with the knight's move.



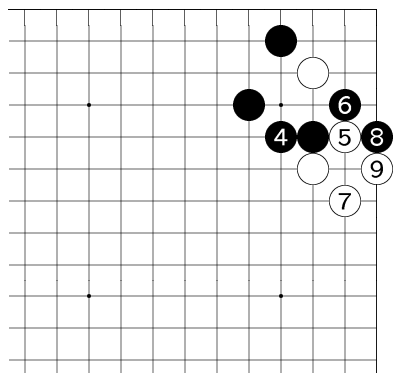
Var 3 (continued)

11: White lives.



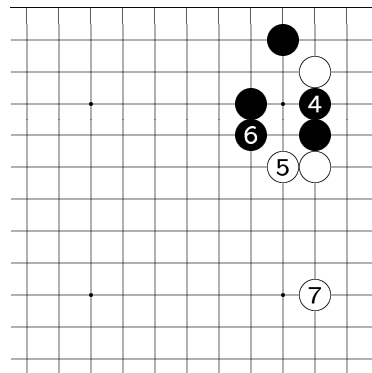
Var 3.1 von Zug 3 in Var 3: 3-8

- 3: In certain positions White might choose to attach on the outside.
- 4: Answering here is solid.
- 8: White gets outside influence, but Black gets a large territory at the top.



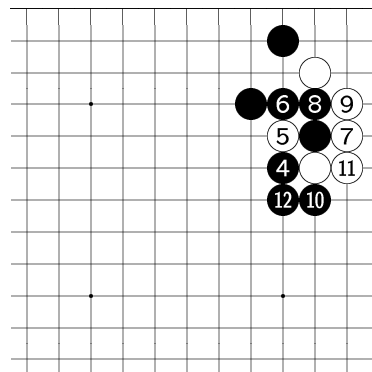
Var 3.1.1 von Zug 4 in Var 3.1: 4-9

- 4: This is slack.
- 7: White makes good shape.
- 9: White will fight the ko.



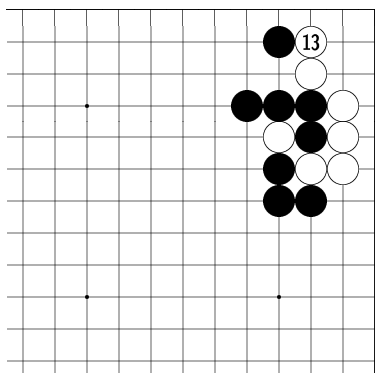
Var 3.1.2 von Zug 4 in Var 3.1: 4-7

- 4: This move completely subdues the white stone in the corner.
- 5: White switches course, forcing here, then extending down the right side.



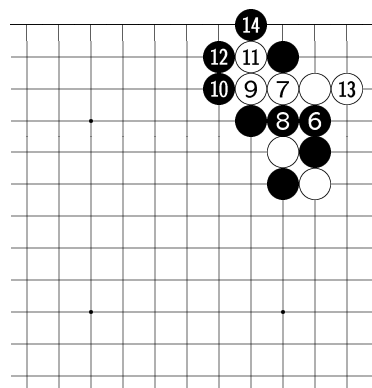
Var 3.1.3 von Zug 4 in Var 3.1: 4-12

- 4: This hane emphasizes influence.
- 5: White counters with the crosscut tesuji.



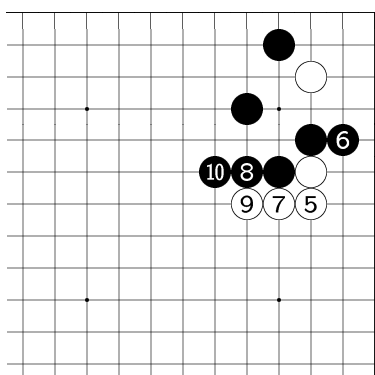
Var 3.1.3 (continued)

13: White lives.



Var 3.1.3.2 von Zug 6 in Var 3.1.3: 6-14

6: This move prevents White from connecting underneath.

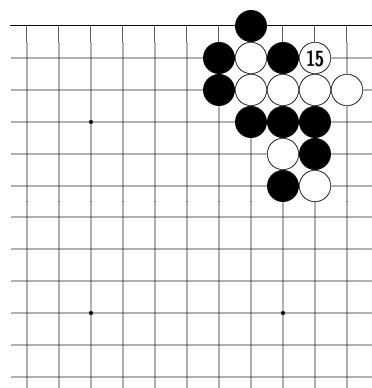


Var 3.1.3.1 von Zug 5 in Var 3.1.3: 5-10

5: Extending is heavy.

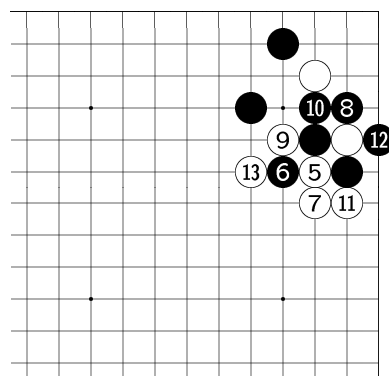
6: Black takes solid profit.

10: White can push up, but Black takes large profit.



Var 3.1.3.2 (continued)

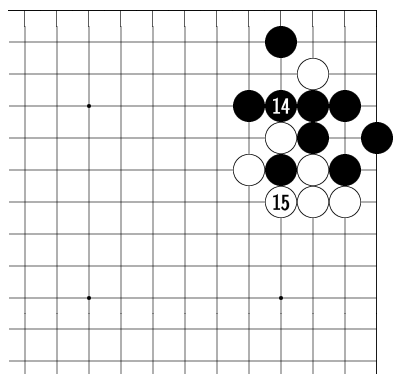
15: White lives in the corner.



Var 3.2 von Zug 5 in Var 3: 5-13

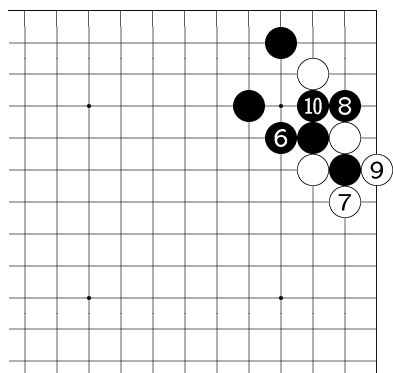
5: This crosscut is a sabaki tesuji.

8: This and the previous Black moves are strong counters.



Var 3.2 (continued): 14-15

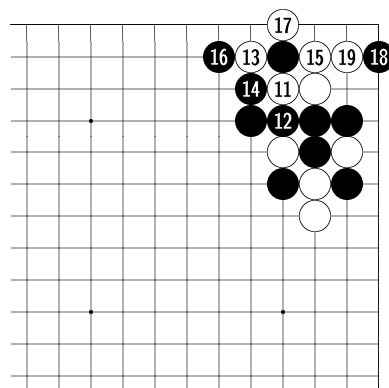
15: This is reasonable for White.



Var 3.2.1 von Zug 6 in Var 3.2: 6-10

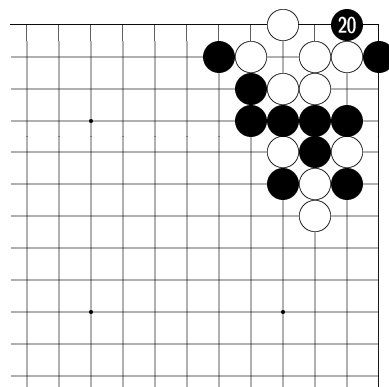
6: Pulling back here is a slack move.

10: White makes a ponnuki, letting Black take the corner. This result is good for White.



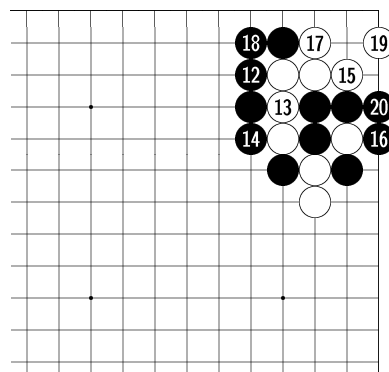
Var 3.2.2 von Zug 11 in Var 3.2: 11-19

11: This is a makeshift move.



Var 3.2.2 (continued)

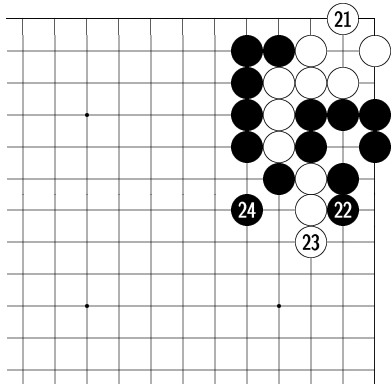
20: Black can get a ko.



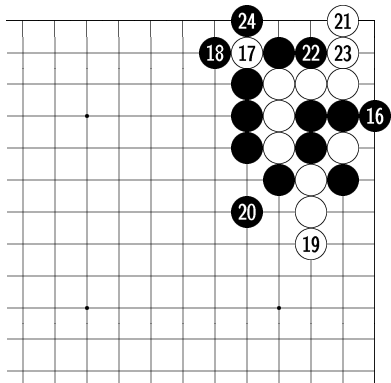
Var 3.2.2.1 von Zug 12 in Var 3.2.2: 12-20

12: Black might try to capture the white group by blocking here.

20: White aims to start a ko by throwing in here. If Black prevents that by playing here himself, White can live.

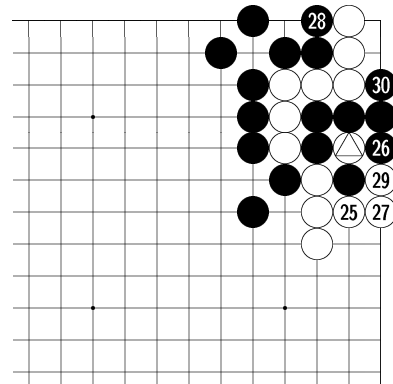


Var 3.2.2.1 (continued): 21-24

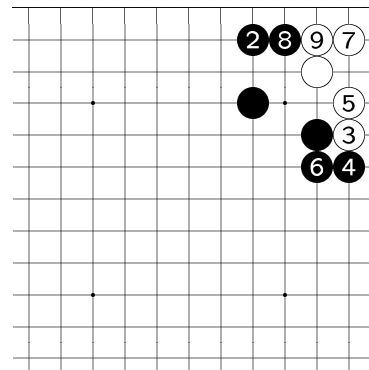


Var 3.2.2.1.1 von Zug 16 in Var 3.2.2.1: 16-24

16: If Black resists here, White gets a ko as shown.



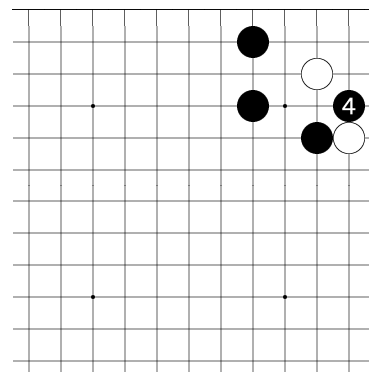
Var 3.2.2.1.1 (continued): 25-31
+ 31 auf 26



Var 4 von Zug 2 in Dia 2: 2-9

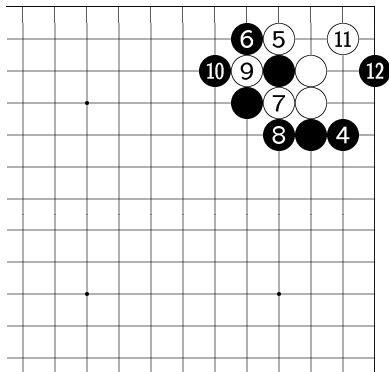
2: This is an excellent move.

9: White lives in the corner, but Black builds thickness.



Var 4.1 von Zug 4 in Var 4

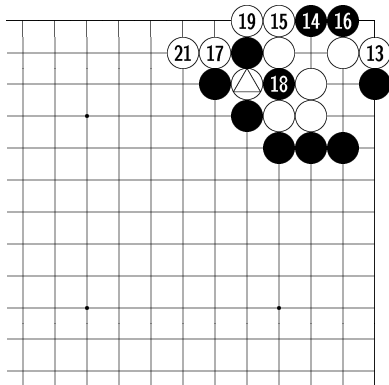
4: This is bad for Black.



Var 5 von Zug 4 in Dia 2: 4-12

4: Descending here might get Black into trouble.

8: Black continues to answer aggressively.



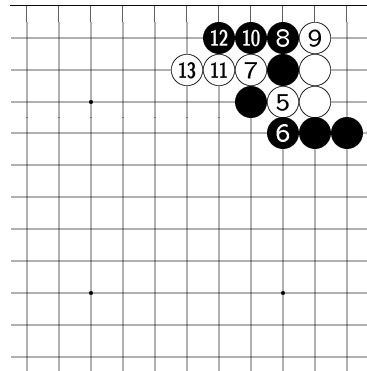
Var 5 (continued): 13-21

+ 20 auf

14: Black aims at this placement.

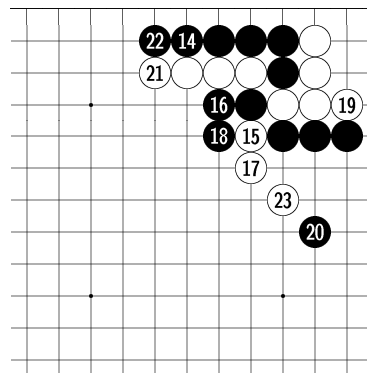
16: This reduces White to one eye.

21: But White succeeds in escaping.



Var 5.1 von Zug 5 in Var 5: 5-13

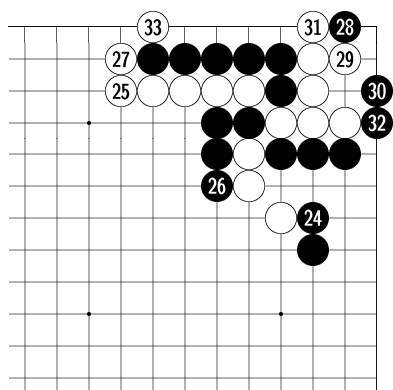
8: This move is scary.



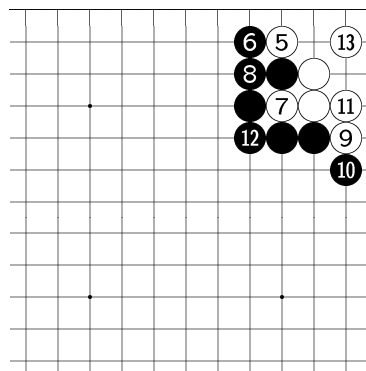
Var 5.1 (continued): 14-23

14: The continuation up to here is forced.

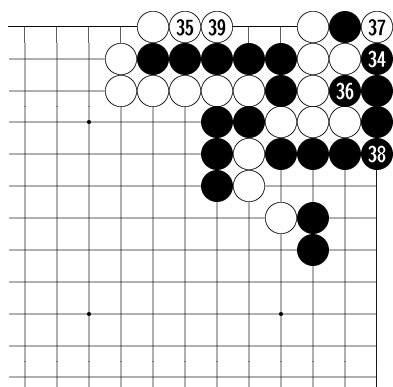
15: White cuts, and a large-scale fight follows. The continuation shown is best for both.



Var 5.1 (continued): 24-33

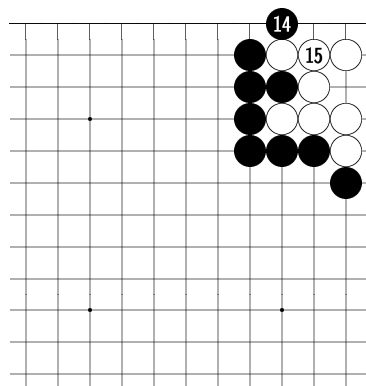


Var 6 von Zug 5 in Dia 2: 5-13



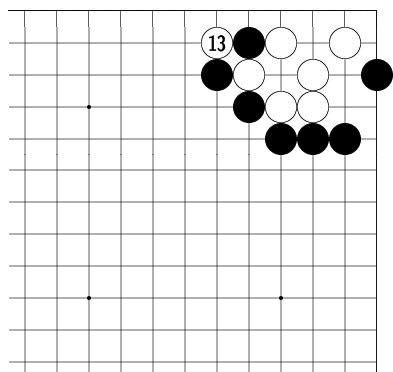
Var 5.1 (continued): 34-39

39: The result is a ko in which it is Black's turn to capture.



Var 6 (continued): 14-15

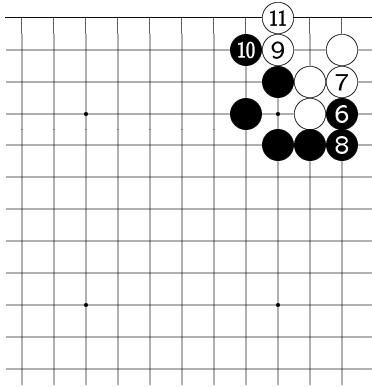
15: White lives, but at the expense of giving Black excellent thickness.



Var 5.2 von Zug 13 in Var 5

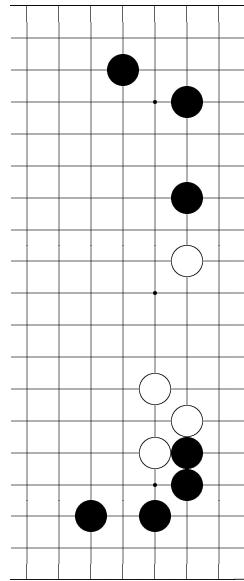
13: Black has to worry about the possibility of White starting a ko.

Chapter 5, Pattern 3



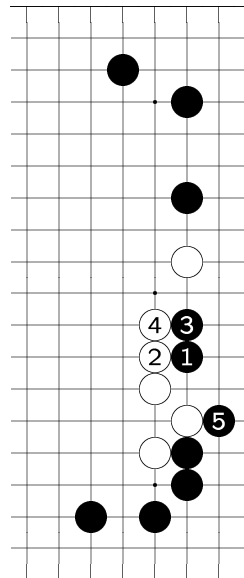
Var 7 von Zug 6 in Dia 2: 6-11

6: If Black plays here, White can live as shown.



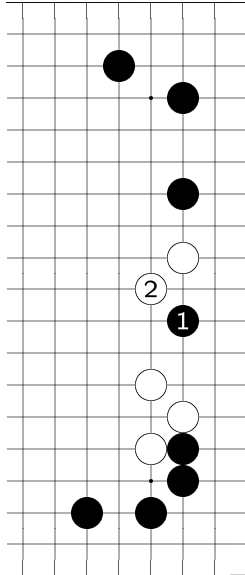
Dia 1

This pattern comes up very often. When Black has made the close-up extension down the side from his corner enclosure, he can immediately invade White's position.



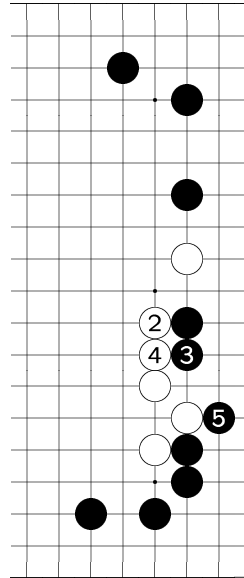
Dia 2: 1-5

- 2: Blocking on top makes it too easy for Black. This is not good enough.



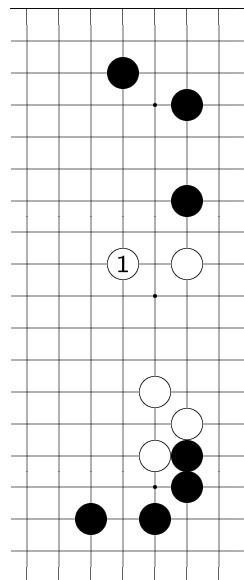
Var 1 von Zug 1 in Dia 2: 1-2

- 1: This is the wrong invasion.
2: Black is in for a tough time after White attacks here.



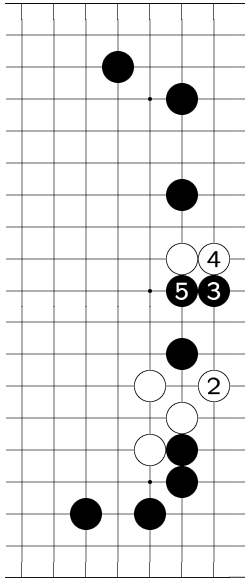
Var 1.1 von Zug 2 in Var 1: 2-5

- 2: Attaching here is slack and lets Black off the hook.
- 5: White loses points when Black links up. This is the same result as though Black had made the correct invasion and White had mildly blocked on top.



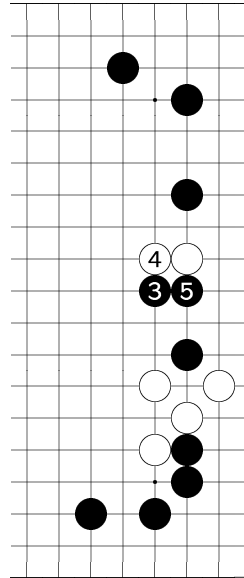
Var 2 von Zug 1 in Dia 2

1: If White wants to defend, this is the proper move. This makes splendid shape.



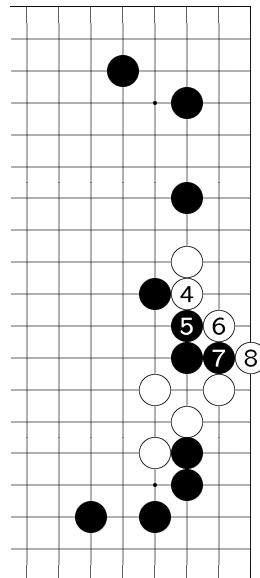
Var 3 von Zug 2 in Dia 2: 2-5

- 2: This is a strong answer to the invasion.
- 3: Black plays this tesuji.
- 4: Blocking is bad.
- 5: Black pushes through.



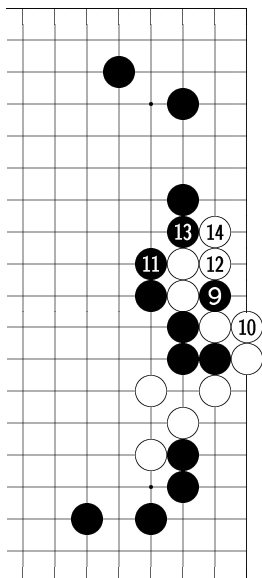
Var 3.1 von Zug 3 in Var 3: 3-5

3: This is a good move. Black plays it when he wants to reverse the result he got when playing the other knight's move (on the second line), where White built influence and he took profit.

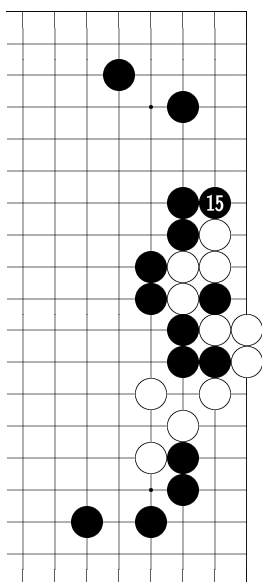


Var 3.1.1 von Zug 4 in Var 3.1: 4-8

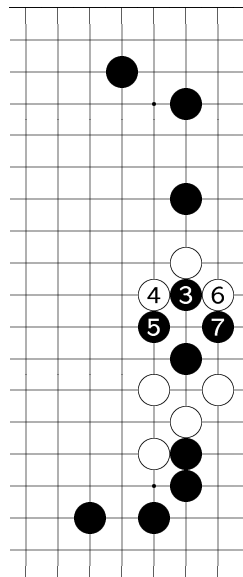
4: If White connects underneath, Black builds up a strong central position.



Var 3.1.1 (continued): 9-14



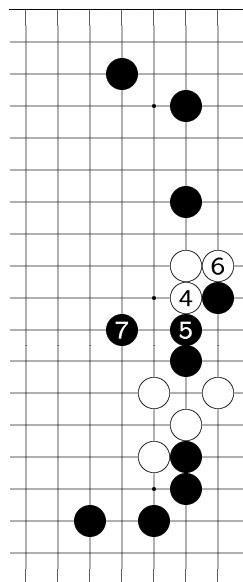
Var 3.1.1 (continued)



Var 3.2 von Zug 3 in Var 3: 3-7

3: This is an aggressive move aimed at splitting White into two.

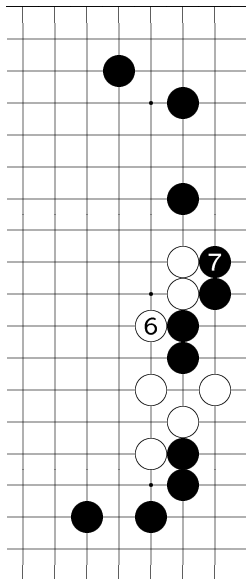
7: A ko fight follows.



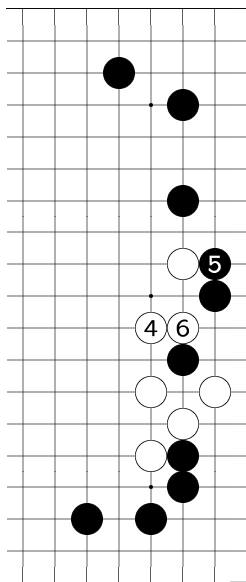
Var 3.3 von Zug 4 in Var 3: 4-7

4: This is also a bad move.

5: Black blocks, making miai of the continuations shown.

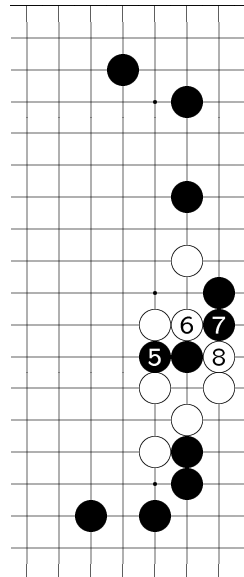


Var 3.3.1 von Zug 6 in Var 3.3: 6-7



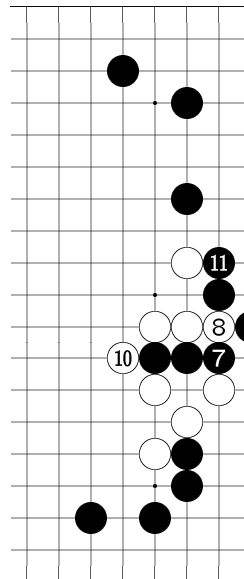
Var 3.4 von Zug 4 in Var 3: 4-6

- 4: The correct answer is pressing here.
 6: White is satisfied with pushing down and capturing the black invader.



Var 3.4.1 von Zug 5 in Var 3.4: 5-8

- 5: Pushing up is crude.
 6: White counters by pushing down, putting Black on the spot.



Var 3.4.1.1 von Zug 7 in Var 3.4.1: 7-11

- 7: Black descends, but White can counter.

